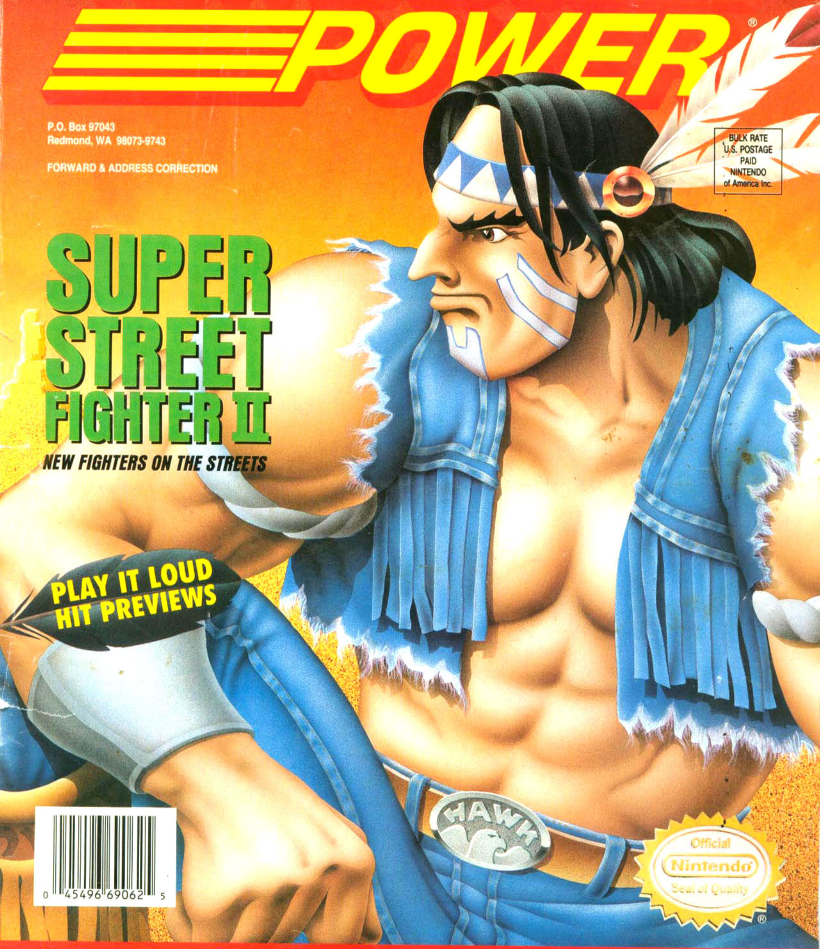
JULY VOLUME 62 U.S. $3.50 / CANADA $4.50

NINTENDO POWER®

P.O. Box 97043
Redmond, WA 98073-9743

FORWARD & ADDRESS CORRECTION

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America Inc.



SUPER STREET FIGHTER II

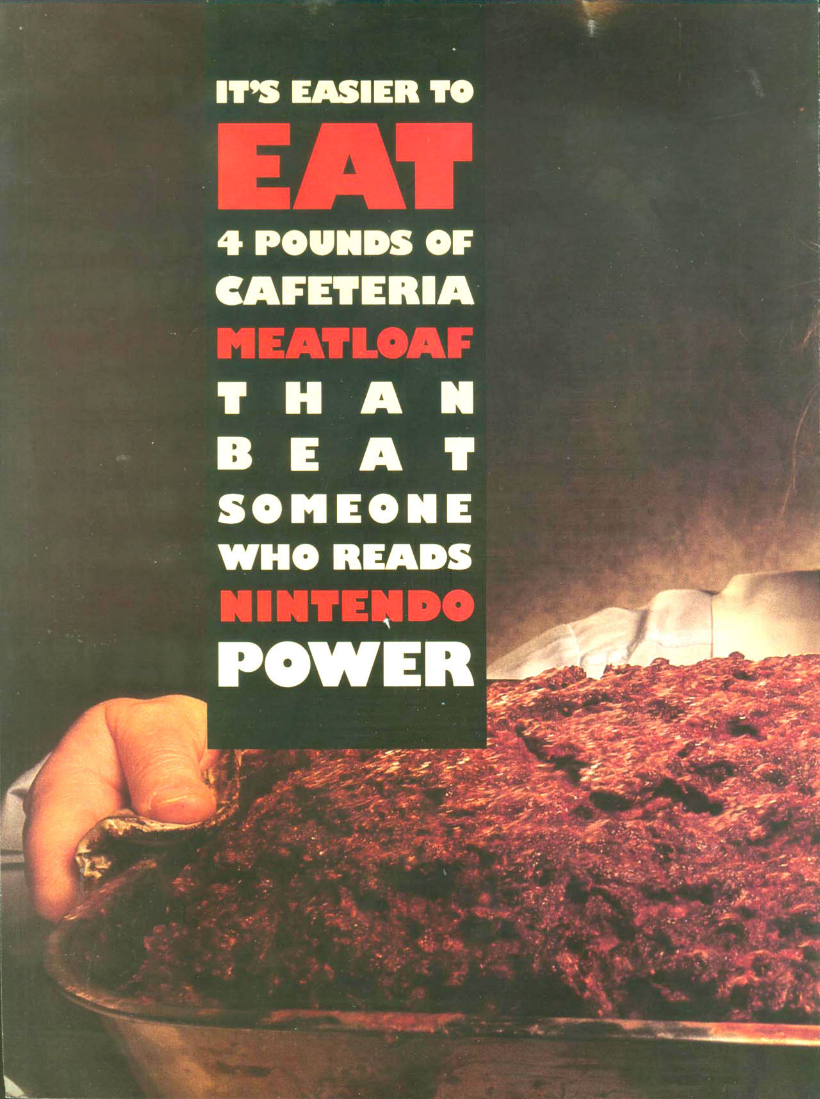
NEW FIGHTERS ON THE STREETS

PLAY IT LOUD HIT PREVIEWS

0 45496 69062 5

Official Nintendo® Seal of Quality

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS


IT'S EASIER TO
EAT
4 POUNDS OF
CAFETERIA
MEATLOAF
THAN
BEAT
SOMEONE
WHO READS
NINTENDO
POWER

Nothing helps you play tougher, live longer and dish-out more lumps than the world's #1 video gaming magazine. Every issue is loaded with fighting moves, full color maps, secret codes, game tactics and other top-notch tips that'll make you tougher than macaroni and cheese that's seen action under the heat lamp. The fact is, you just can't beat *Nintendo Power* — and at 18 measly bucks a year*, you sure can't beat the price. So if all you've been swallowing lately is your pride, maybe it's time you signed on with the Club. It won't save you from tuna noodle surprise or green jello salad — but at least you'll never have to eat your words again. Call 1-800-255-3700 to join!

*(Canadian residents pay $25)

HEADED FOR A BLACK HOLE!

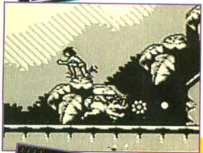
SUPER POWER SUPPLIES CATALOG • SUMMER 1994 •
SUPER POWER CLUB
WARNING
SUPER POWER CLUB

THE SUMMER 1994
SUPER POWER
SUPPLIES CATALOG
SLIPS THROUGH THE
BLACK HOLE
ON JULY 31, 1994....

Don't get sucked in and miss out! Once items such as the Mario Hologram Watch, Griffey Bag and Summer Fun Pak disappear, they could be gone for good. If you're planning to use your Super Power Stamps on an order from the Summer 1994 catalog...mail your order now! Or, if you want to get in your order quickly with a credit card, give us a call at 1-800-882-0053.

NINTENDO POWER
JULY 1994
VOLUME 62

T. Bolt
Crab
Bo



GAME REVIEWS

SUPER STREET FIGHTER II 8
BREATH OF FIRE 16
DISNEY'S JUNGLE BOOK 30
SPORTS SCENE 35
LIBERTY OR DEATH 40
TETRIS 2 46
DOUBLE DRAGON V: THE SHADOW FALLS.... 50
TARZAN 86
DISNEY'S THE JUNGLE BOOK 90
SPACE INVADERS 94
JEOPARDY SPORTS! 96

SPECIAL FEATURES

PLAY IT LOUD: 24
A new look and outlook coming this fall
WILLIAMS PROFILE 56
SECRET OF MANA SPECIAL 60
SUPER GAME BOY: MAKE FOR THE BORDER 82

REGULAR FEATURES

TIPS

CLASSIFIED INFORMATION 72
COUNSELORS' CORNER 76

UPDATES

NOW PLAYING 102
PAK WATCH 108
NEXT ISSUE 114

FEEDBACK

PLAYER'S PULSE 6
POWER PLAYER'S CHALLENGE 80
TOP 20 100

As I read through many of my magazines, I see only a real lack of reviews for two types of games. As anyone can clearly see, both the RPG and Simulation games combined usually take up less than one-tenth of the pages in most NP issues. Even then, most of the reviews are in Counselors' Corner and, on occasion, Classified Info. In contrast, I find that the emphasis on Action, Sports and Street Fighting games to be far beyond the necessary limit if compared to RPG's. I especially find this aggravating when good games receive only 4-6 pages of review. For example, the review of Seventh Saga didn't make the game look very impressive. When I bought the game, however, I was totally blown away! More credit should be given where credit is due!

Mike Hlavacek
Buena Park, CA

First off, I'd have to say that you should review more action games because they are the most popular, but I'd cut down the size of the maps and just show pictures of the trouble areas. You should do the opposite with RPG's, because these types of games are more complicated and players tend to get lost a lot. As for Sports and Simulation games, I think a good four pages could be dedicated to them, because these types of games should be played, not seen.

Daniel Dimon
Los Angeles, CA

GIMME RPGS!!!

That about says it.

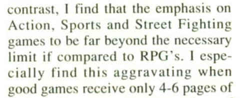
Dennis Starker
Vevey, IN

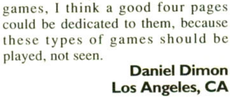
My name is Sharon Kinn and I am 50 years old. I don't think many 50 year olds play action and shoot-em-up games. I absolutely love role-playing games. Therefore, I feel you should review less action games and review more role-playing games. Role-playing games are much harder and take a lot more thinking. Action games–all you do is shoot and jump. Why take a whole section to tell someone when to jump or how to shoot an enemy when you could use a section for a map on games such as Seventh Saga? I purchased this magazine for help on RPG's and I am highly disappointed.

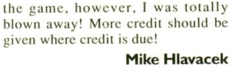
Sharon Kinn
Prescott Valley, AZ

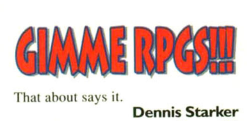
We think it's probably a safe bet to say that you are enjoying our expanded coverage of Secret of Mana, huh?

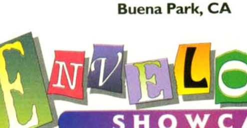
ENVELOPE ART
SHOWCASE

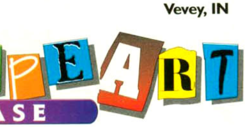



4
Nintendo Power
PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA 98073-9733


2
Nintendo Power
Player's Pulse
PO Box 97033
Redmond WA
98073-9733
Aladdin


5
99
GET OVER HERE!
NINTENDO POWER
PLAYER'S PULSE


3
MMX
NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA


6
METROID
SUPER MARIOLAND 2
KID ICARUS
KIRBY
ZELDA
Nintendo

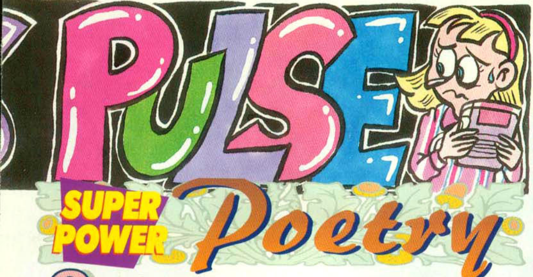
IF YOU' RE IN THE MOOD TO WRITE, WE' RE IN THE MOOD TO READ!

Many gamers have written to us demanding more coverage for role-playing games. In response, as you can see, we've gone hog wild with Secret of Mana. How do you like our expanded coverage?

NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA 98073-9733

THE ARTISTS

1	Jason Connor	Harvest, AL
2	Naomi Chiba	Cincinnati, OH
3	Michael Lai	New York, NY
4	Eric McIntosh	Allyn, WA
5	Jody Aragon	Arcata, CA
6	Alison Duckworth	Riverside, NJ



SUPER POWER Poetry

One day I had to write a poem for a school project. I got stuck until I decided to write about certain video games. I decided to send you a copy.

In SoulBlazer and ActRaiser
angels you'll be.
You'll save the world from
monsters and evil you'll see.

In the story of Star Fox
you'll fly into space.
You'll blow up those lizards
all over the place.

Playing Mario All-Stars
you will meet an old friend.
You'll go through those kingdoms
until you conquer the end.

The Seventh Saga
is a very big race.
To find those ruins
is a really long chase.

Street Fighter II Turbo
lets you play every one.
With twelve great characters
it's a whole lot of fun.

Zelda II lets you meet
Link as a child.
You'll see him defeat Ganon,
find the Faeries in style.

Cecil in Final Fantasy
will fly to the moon.
He'll fight all the enemies
and be victorious soon.

I hope you like it!

Thomas Dubeck
Utica, NY
age 9

Thanks for the poem, Thomas! We're pretty sure that there are other "video game poets" out there in Super Power Club land. Send us your best!

EDITOR'S CORNER

The second half of 1994 is going to be huge for Nintendo and Nintendo Power. We have some incredible games in the works and you can bet that Nintendo Power will be bringing them to you in all of their glory! Nintendo has really stepped up software production efforts and it should soon be obvious to you that you've got the right video game systems. Plus, now that Project Reality is well underway, and our partnership with arcade powerhouse, Williams, has been solidified, Nintendo is on the fast track to give you the most advanced and most exciting video games ever!

Gail Tilden
Editor-in-Chief

PHONE DIRECTORY

Nintendo Power Subscriptions & Consumer Service

1-800-255-3700

(TDD 1-800-422-4281)

Call for service, general assistance or to change your address between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday.

NOTICE : CLOSED JULY 2-4

Game Counseling

1-206-885-7529

(TDD 1-206-883-9714)

Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

NOTICE : CLOSED JULY 2-4

NINTENDO POWER®

STAFF

Publisher — M. Arakawa
Producer in Chief — Hiroyuki Kato
Editor in Chief — Gail Tilden
Senior Editor — Pam Sather
Editors — Scott Pelland
Leslie Swan
Jeff Bafus
Jon Whisler
Jane Hacker
Editorial Consultants — Howard Lincoln
Peter Main
Phil Rogers
Juana Tingdale
Dan Owsen
Cover Design — Griffes Advertising
Copy Coordinators — Machiko Oehler
Theresa Tibbs
Lana Huffman
Director of Production – Tsutomu Otsuka
Mikio Takeda
Producer — Yoshio Tsuboike
Project Coordinators — Geoffrey Surbeck
Keiji Hamada
Emi Toyama
Electronic Prepress — Robert A. Baker
David A. Day
Steve Spellman
Jeff D. Fletcher
James Catechi
Billy Noland
Trading Cards — Phil Honeywell

Art Director — Hiroko Nagami
Concept & Design — V DESIGN
Yoshi Orimo
Hiroko Nagami
Wendy Salvatori
Katsuyuki Asanuma
Jeff Hazard
Sonja Morris
Rob Soo
Ritsuko Yamaji
Hiroshi Nakae
Scott Douwes
Gregg Coomer

Illustrators — Augie Pagan
Ed Lebel
Gregg Coomer
Hiroshi Nakae
Katsuya Terada
Orange Nakamura
Rob Soo
Scott Douwes

VOLUME 62 - JULY 1994

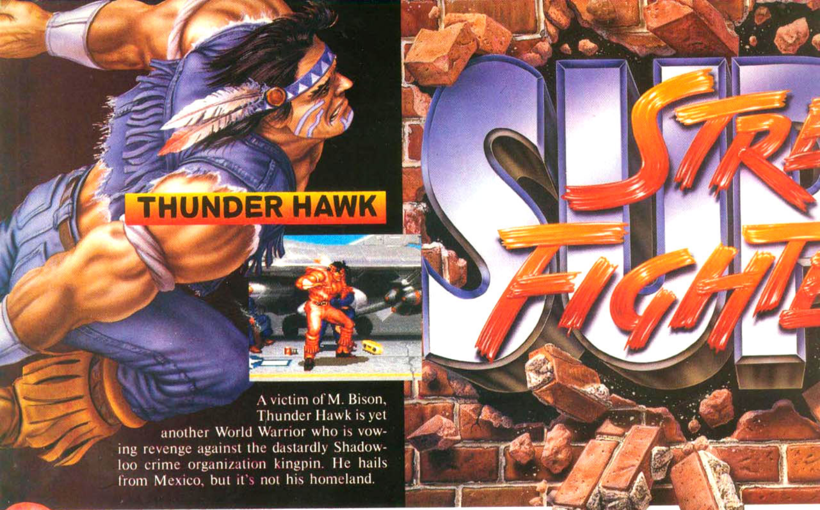
Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.

Nintendo Power is published at $42 per year in the U.S.A. ($54 in Canada) only by Nintendo of America Inc., 4820-150th Ave. N.E., Redmond, WA 98052.

© 1994 by Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner.

Printed in the U.S.A.
Color Separation by Dai Nippon Printing Co., Ltd.

NINTENDO IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA INC.
TM & © for games and characters are owned by the companies who market or license those products.

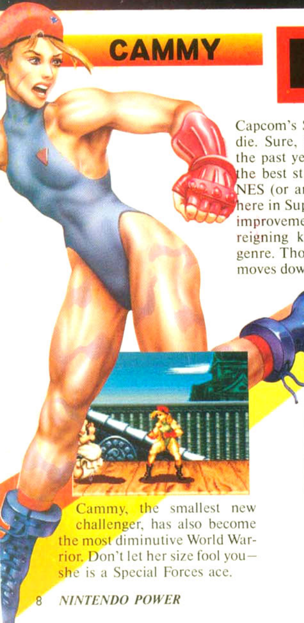


THUNDER HAWK

A victim of M. Bison, Thunder Hawk is yet another World Warrior who is vowing revenge against the dastardly Shadowloo crime organization kingpin. He hails from Mexico, but it's not his homeland.

ROUND THREE

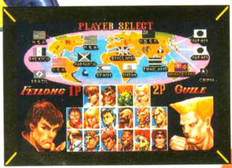
CAMMY



Cammy, the smallest new challenger, has also become the most diminutive World Warrior. Don't let her size fool you—she is a Special Forces ace.

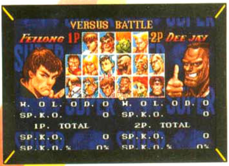
Capcom's Street Fighter II craze just won't die. Sure, its appeal has been waning over the past year or so, but Capcom still makes the best street fighting game for the Super NES (or any other system). What we have here in Super Street Fighter II is yet another improvement and set of refinements to the reigning king of the street fighting game genre. Those of you who have each fighter's moves down to an exact science will appreciate the adjustments that Capcom made. The battles are all so fair now that it's nearly impossible for one fighter to have any kind of a real advantage. Street Fighter II freaks will instantly be able to see that all of the graphics have been nicely updated. The backgrounds are more animated and are more detailed. The characters themselves have also received various degrees of graphic make-overs. Long gone are the days trying to figure out how to make Guile do a Flash Kick or cause Ryu to throw his awesome

PLAYER SELECT



You can choose any one of the 16 World Warriors on the Player Select screen. The plane that you will be riding on will be departing shortly to take you to your fight destination.

VERSUS BATTLE



The two-player Versus Battle begins with the selection of World Warriors. Both players can choose to duke it out with the same fighter if they wish. Only the color of attire will change.

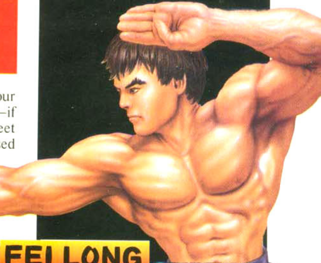
© CAPCOM CO., LTD. 1991,93,94
© CAPCOM USA, INC. 1991,93,94

DEE JAY

It's all about rhythm. Dee Jay is a kickboxer hailing from Jamaica. His fighting technique features some special moves we haven't seen before.

. FIGHT!

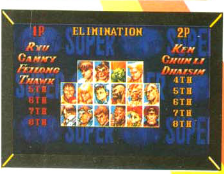
Dragon Punch. We've got a group of new characters to learn! Four new characters to be exact. The New Challengers—Thunder Hawk, Cammy, Dee Jay and Fei Long are each welcome additions to the ranking of World Warrior. A short refresher course should be enough to bring you back up to speed with the original 12 World Warriors. So with this review, we're going to go light on the veterans and concentrate heavily on the four new fighters. Just a little tip—if you are interested at all in Street Fighter II, but have somehow missed out on purchasing one of the previous two games, now's the time!



FEI LONG

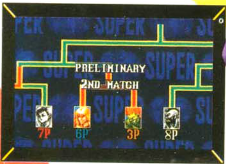
Influenced by the likes of Bruce Lee, Fei Long dreamed of becoming a movie star, but discipline has kept him focused on the tournament.

BATTLE MODE



The Battle Mode consists of Match Play and an Elimination round option. Each player can choose up to eight World Warriors to have on his "team." Win/Loss statistics are kept.

TOURNAMENT



Choose a group of World Warriors and watch them duke it out in a round robin tourney. There are loser's brackets and the whole works! It's a cool option and allows a large group of people to play.

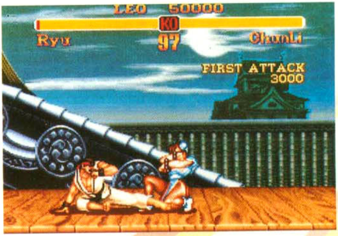
THE LATEST UP

A question that popped into our minds when we first heard about Super Street Fighter II was, "Besides the new characters, is there going to be anything new?" The answer is "Yes!" One major improvement for this version of the game is the addition of new ways to score points. Your total score no longer only depends upon your Energy level and time remaining.

NEW SCORING SYSTEM

Basically, the most important thing to do is to win matches, but scoring more points than your opponent can earn you bragging rights, if nothing else. There are four ways to earn Bonus Points.

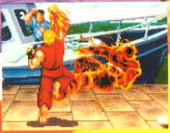
FIRST ATTACK	Whoever strikes first will earn themselves a 3,000-point bonus!
REVERSAL ATTACK	Turning the fight around with a counter-attack will earn you this bonus.
X-HIT COMBO	A flurry of successive hits earns you a bonus multiplied by the number of hits.
RECOVERY	If stunned, but recover before getting hit, 1,000 points will be yours.



ENHANCED ATTACK GRAPHICS

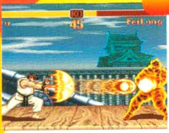
Many attack moves have been refined with more detailed graphical representations of the attacks. You can really tell the difference with fireball-type attacks.

KEN



Ken has perfected his awesome Dragon Punch move and can now set his opponent on fire if he executes the move correctly. It's flaming and ferociously fast.

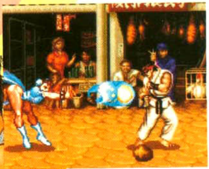
RYU



Ryu's fireball has grown since last time. He can also throw them faster than ever before. He can throw a second before the first has landed!

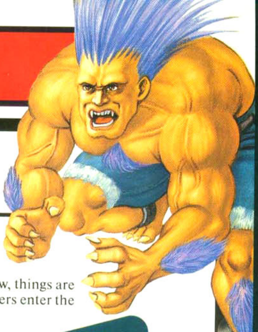
CHUN LI

Chun Li has a new technique for throwing a Kioken fireball. Instead of just using her arms to create the fireball, she gets her whole body in on the act.



Chun Li's Kioken is more powerful than before.

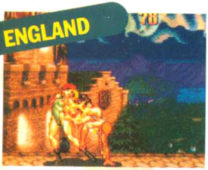
DATES



NEW DESTINATIONS

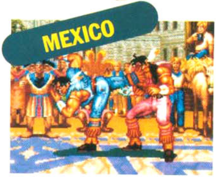
When Street Fighter II Turbo hit the streets last year, everyone was thrilled to be able to play as one of the four boss characters. Now, things are even better as four totally new fighters enter the competition.

ENGLAND



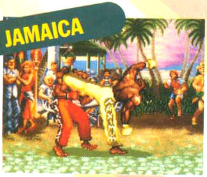
Cammy's hangout is set high on a hill in the English countryside. Fight on the bridge.

MEXICO



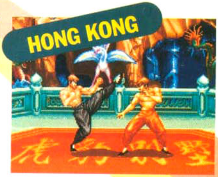
This Mexican street scene is active with numerous locals and tourists.

JAMAICA



Dee Jay's Jamaican fighting turf looks more like a Hawaiian luau than anyting else, mon.

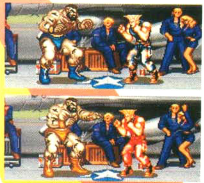
HONG KONG



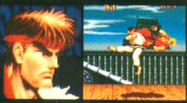
Who knows what kind of strange creatures Fei Long keeps as pets. You figure it out.

LIKE CHAMELEONS

Each World Warrior has a few fighting outfits, each colored differently. This is just in case you choose the same fighter as your opponent. A wardrobe color change also comes into play if you happen to lose a match and are forced to Continue. It's a new addition to the World Warrior fighting handbook this year.

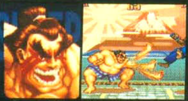


RYU



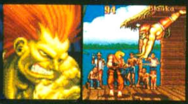
Ryu has trained diligently and has learned a new technique since last time around. The Red Fire ball is a stunning addition to his already impressive repertoire.

E. HONDA



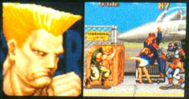
Looking as svelte as ever, good ol' boy Edmond hasn't really learned any new tricks since the last go-around, but then again, he already knows that he's the best fighter. Why even try?

BLANKA



The beast that roared, Blanka is always striving to perfect his extremely agile fighting style. A great new move, the Beast Leap, makes him all the more unpredictable in a fight.

GUILE



Guile hasn't been training as much as he used to. Maybe he's spending more time with his family. It seems like he isn't as dominant a fighter now. We may speak too hastily, though.

THE LATEST UP

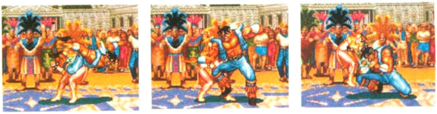
T-HAWK

Date of Birth: 7-21-59
Height: 7'7"
Weight: 357 lbs.
Blood Type: 0

Most impressive in size, a veritable monster if you will, Thunder Hawk attacks like a giant bird of prey. He uses a no–nonsense wrestling fighting style, and his jumping attacks are second to none. Especially The Hawk, his only long range attack.

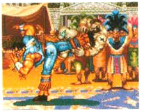
TERROR FROM ABOVE

The Hawk, followed by a Weak Punch and then a Thunderstrike, is a deadly combination for Thunder Hawk's opponents to experience.

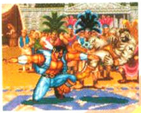


DEFENSIVE MOVES

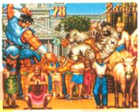
Despite his immense size, Thunder Hawk needs to be able to protect himself against attacks. And he does it, quite nicely.



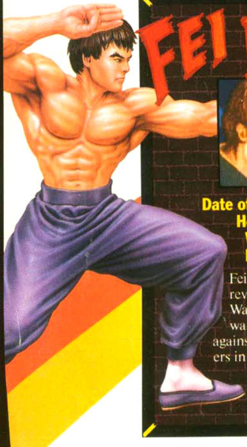
A Strong Kick will be enough to repel most jumping attacks.



Crouch down and throw a Medium Punch to back someone off.



A jumping Medium Punch can counter an air attack very well.



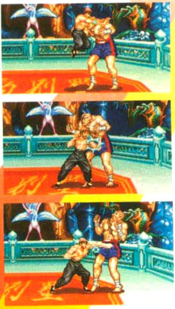
FEI LONG

Date of Birth: 4-23-69
Height: 5'8"
Weight: 132 lbs.
Blood Type: 0

Fei Long is not out for revenge as other World Warriors are. He just wants to test himself against the very best fighters in the world. It's a personal challenge for him.

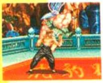
FIVE-HIT COMBINATION

Two Strong Punches followed by three Rekka Ken's in a row is a great combination of attacks for Fei Long.

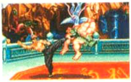


DEFENSE COMBINATION

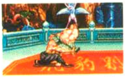
Fei Long has a special treat in store for challengers who decide to use a jumping attack on him. Look out!



A Strong Punch sends a jumping Honda soaring backwards. The party's not over yet, though.



A low Medium Kick fits very well as "step two" in this process.



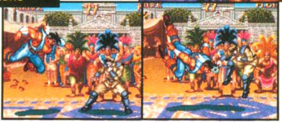
A low Strong Punch rounds out the attack defense.

DATE

THE HAWK

JUMP + 3 Punch Buttons

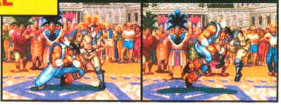
While in the air, press all three Punch Buttons simultaneously to execute this excellent, high-flying attack move. It's pretty easy to do and it's very powerful.



THUNDERSTRIKE

↓↘→ + any Punch

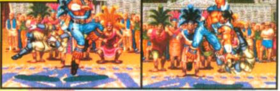
Thunder Hawk will thrust a powerful shoulder directly at his opponent with this move. It's very quick, very powerful and very painful.



THE STORM HAMMER

360° Control Pad + any Punch

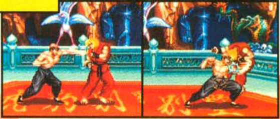
Rotate the Control Pad all the way around and then press any Punch Button to pull off this tricky move. It's not easy to do.



REKKA KEN

→↓↘ + any Punch

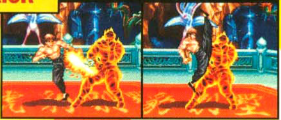
Fast and furious, Rekka Ken punches can be thrown and landed in rapid succession. Fei Long should use this move as often as possible!



RISING DRAGON KICK

←↓↙ + any Kick

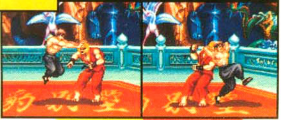
One word: Ouch! What Ken and Ryu can do with their fists, Fei Long can do with his feet. This is really quite an awesome move.



SYU SYU GAI

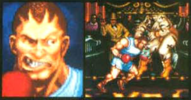
← or → + Medium/Strong Kick

A nice move that can score a couple of hits and a throw, Syu Syu Gai is sure to catch an opponent off guard and when they're not expecting it.



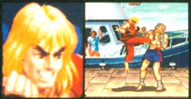
SUPER STREET FIGHTER II

BALROG



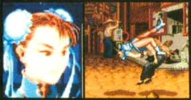
Balrog has perfected a move that's nearly unstoppable. It takes a little time to set up, so he can't always use it. However, it can be quite effective for catching an opponent off guard.

KEN



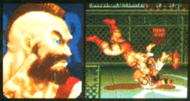
Ken has improved and his Dragon Punch is now stronger than Ryu's. The element of fire has been added to it. The jumping Hurricane Kick can be good for two to three hits, as well.

CHUN LI

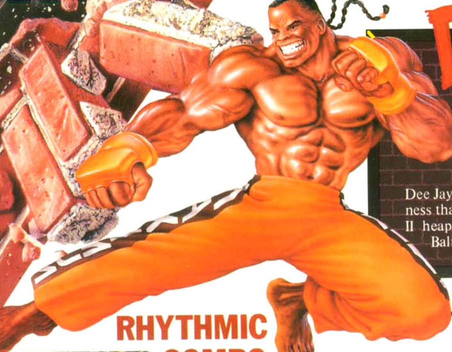


Generally more powerful now, Chun Li is proud of her skills with the Kioken fireball. She throws it in a different manner than she did before. The Lightning Kick remains her best move.

ZANGIEF



New variations of pre-existing moves highlight the improvements that Zangief has made to his powerful fighting style. He's really gonna crush some fighters this time around! Count on it.

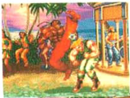


DEE JAY

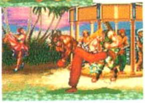
Date of Birth: 10-31-65
Height: 6′
Weight: 203 lbs.
Blood Type: O

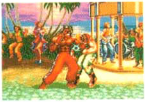
Dee Jay knows that his fighting is unique. It's that uniqueness that could take him to the top of the Street Fighter II heap. It's like what you would get if you crossed Balrog's fighting style with Chun Li's. Dee Jay just needs to keep a rhythm going.

RHYTHMIC COMBO



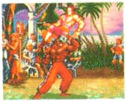
A jumping Strong Kick followed by a Medium Kick followed by a Strong Punch works wonders.



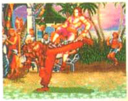


DEFEND YOURSELF!

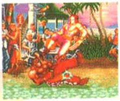
The best single move to use when defending against a jumping attack is to press Down plus Strong Kick. You can really get under your opponent because this particular move involves a forward sliding motion.



Press Down plus Strong Punch to begin to fend off an air attack.



A Medium Kick to your opponents' mid-section should throw them for a loop.



Press Down plus Strong Kick to make contact and turn the tables on your attacker.

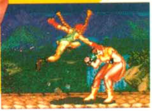
CAMMY

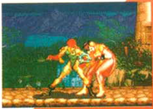
Date of Birth: 1-6-74
Height: 5′5″
Weight: 101 lbs.
Blood Type: B

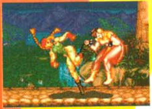
Light as a feather, but meaner than an irritated rhinoceros, Cammy can really dish out some attitude! Little is known about Cammy's background. She doesn't know herself! It's amnesia. Maybe we'll find out more details as the tournament progresses.

FLAILING COMBINATION

Cammy derives a lot of force from her wildly flailing limbs. A couple of Strong Punches with a Medium Front Kick chaser should be more than enough to put her into a favorable position.

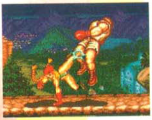




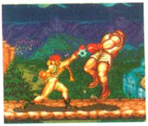


ANTI-AIR COMBINATION

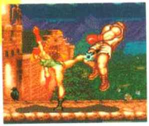
Opponents will be thinking twice about jumping at Cammy after they see this incredible combination move.



Start your defensive tactics with a Strong Kick. Good extension and good follow-through make for good power.



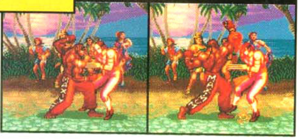
Keep pressing Down on the Control Pad, but now let your opponent have it right in the chops with a Strong Punch. K-POW!



Finish rearranging your opponent's face with a Medium Kick. Let them search for and pick up their broken teeth later!

HYPER FIST

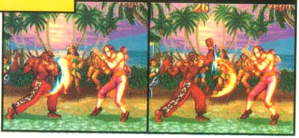
↓ (hold) ↑ + rapid Punch



Multi-hit combos are standard fare when Dee Jay employs his blazing Hyper Fist move. This move is excellent for pounding your opponent to a pulp!

MAX OUT

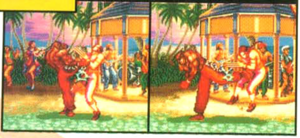
← (hold) → + any Punch



The shock wave from an incredibly fast punch creates the fireball known as Max Out. Unfortunately, this cool move takes some time to set up.

DOUBLE DREAD KICK

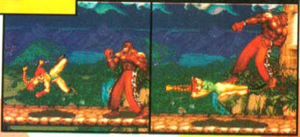
← (hold) → + any Kick



Dee Jay will hop around, spin, and finish off this move with a powerful back kick. This is a fantastic move if you want to drive away a charging opponent.

CANNON DRILL

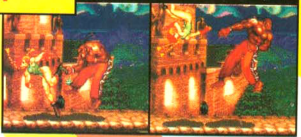
↓↘→ + any Kick



Possibly Cammy's best move, the Cannon Drill is very easy to pull off and is a good long range attack. The range of this attack varies with Kick strength.

FRONT KICK

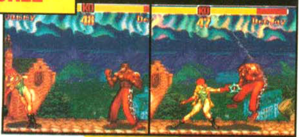
→↓↘ + any Kick



Difficult to defend, Cammy's Front Kick allows her to move in quickly to score a direct hit and then allows her to move away within the same motion.

SPINNING KNUCKLE

←↙→ + any Punch



This move isn't very easy to do because of the required Control Pad movements, but it's definitely something that you want to have in your "Cammy arsenal."

DHALSIM

Still up to his fire-breathing ways, Dhalsim appears to have gained a little strength since the last tournament, but he hasn't learned any new moves. He could use more attack variety.

SAGAT

The Tiger Uppercut has been honed to new levels of perfection. Defending against it is impossible if you're out of position. It's not a situation that you want to get yourself into.

VEGA

As vain as ever, Vega does have a new move, but overall, his attack power may not be what it was. He'll have to beef up his training schedule if he wants to be a top contender.

M. BISON

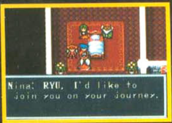
Just when you thought defeating Bison was within reach, he goes and adds another impressive move to his wild style of fighting. The Flying Psycho Fist can strike with great accuracy.

BREATH OF FIRE™

A dark and powerful army has begun its march to take over the world. Hoping to gain strength from an old and evil goddess, they will stop at nothing to awaken her powers.

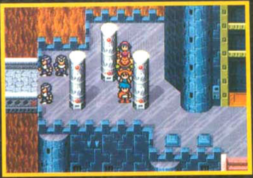
NEW BREATH OF RPG!

Square Soft brings players yet another fantastic world for RPG players to explore. While players will be reminded of Final Fantasy II because of the combat and play style, Breath of Fire requires players to explore a larger world to finish the quest. With several side quests as well as the main story, players will get hours of enjoyment out of this great game!



Nina: RYU, I'd like to join you on your journey.

As you discover new areas of the game, new characters will help you in your quest.

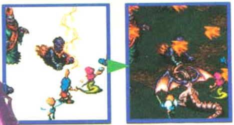


With a total of eight different characters in your party, the combinations are endless.

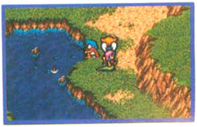
THE HERO

FOUND IN WINLAN

When the game begins, your character is not very powerful, but he's determined to save the world. Luckily, as the game progresses, his powers grow stronger. He might be able to save the world after all!



When the hero discovers his powers, he'll be able to change into several types of dragons, each with a special attack.

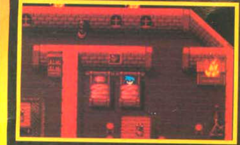


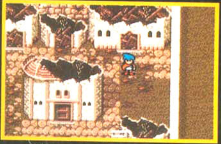
If you purchase Rods when you are in town, you can go fishing in the ocean. Sometimes you'll find special items!

© 1993 Capcom Co., Ltd.

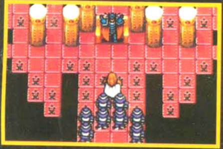
THE STORY

When our hero awakens from his dream filled sleep, he finds the house is on fire! As the building crumbles around him, his family tries to escape, only to find that the evil Dark Dragons have blocked off the exit. Only the Light Dragons have stopped the evil dragons in the past, so the Dark Dragons are going to finish them off once and for all! Little do they know, the Light Dragons have lost their powers, and can offer little resistance to the attack. Sara was the only Light Dragon with any power, but she has sacrificed herself to save the rest of her family. With the loss of Sara there seems to be little hope for the world. The next morning, her brother, a hero in training, sets out from the burned remains. He will avenge his sister, or he will die trying. Only time will tell his fate.





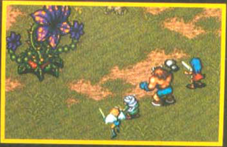
The Dark Dragons have burned your village completely to the ground. With your weapon in hand, you vow to avenge your family.

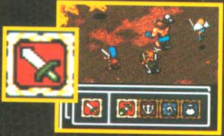


The Dark Dragons will continue to destroy the world, unless you can stop them first. It will not be easy to overcome such evil, but you must succeed.

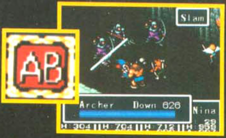
COMBAT

The Combat System in Breath of Fire uses an easy-to-control icon system. As long as you know what the icons represent, you should have little trouble learning to fight. Although you can have up to eight members in your party, only the four characters at the front of the party will engage in combat.

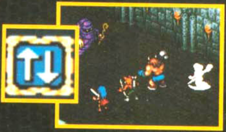




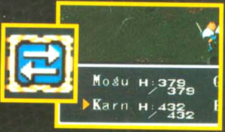
Select this icon if you want to fight your enemies. When you select this, other icons will appear, allowing you to cast spells or use items.



If you know that you can beat the enemies without much trouble, you can select the Auto-Battle option. Press the B Button if you want to stop.



You can protect your weaker allies by moving them to the back of the group. Monsters tend to attack the characters in the front.

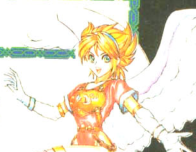


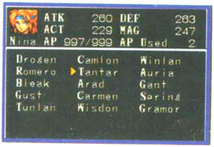
If you begin a fight with the wrong characters at the front of the party, you can switch the fighting order with this command.

NINA

FOUND IN DROGEN

Nina is a winged warrior that is still learning to master all of her powers. She begins the game with a fair selection of useful spells.

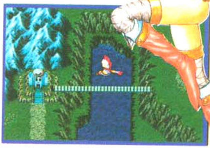




```
     ATK   260 DEF   263
     ACT   229 MAG   247
Nina AP 997/999 AP Used  2

Drogen   Camlon   Winlan
Romero  ▶Tantar   Auria
Bleak    Arad     Gant
Gust     Carmen   Spring
Tunlan   Wisdon   Gramor
```

When Nina first joins your party, she has mastery of several spells, including the Warp Spell.



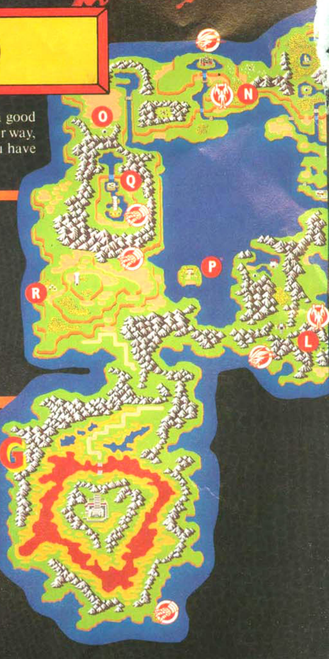
Later in the game, Nina will be able to change into a bird and fly where she needs to go.

THE WORLD

When you begin a new quest, it is always a good idea to bring along a good map. All of the towns have been labeled on the map to help you find your way, but you will still need to explore each area to find everything. Once you have reached a town, you can return to it with the Warp Spell.

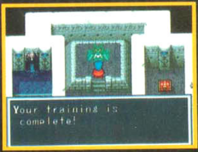
A DROGEN
B CAMLON
C NANAI
D WINLAN
E TANTAR
F TUNTAR
G ROMERO
H AURIA
I BLEAK

J ARAD
K PRIMA
L GANT
M WISDOM
N GUST
O GRAMOR
P TUNLAN
Q SPRING
R CARMEN



DRAGON TRAINING

Your hero is relatively weak at the start of the game, but he can grow in strength as the game progresses. Because he is a member of the Light Dragon family, he has the ability to change his form in combat, but he will need training before he can use this power. When you locate a Training Center, pass the tests they give you to increase your power. If you change into a dragon in combat, your attacking ability grows tremendously! It's worth the effort to gain the extra strength.



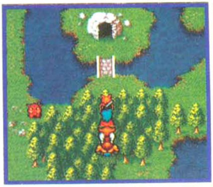
Your training is complete!

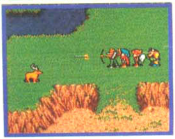
There are three different Dragon Training centers spread throughout the world. If you pass the tests when you find them, your hero will gain strong new powers. It is well worth the effort.

BO

FOUND IN BLACK DRAGON DUNGEON

Bo is a member of a hunting clan, and has a wide range of hunting skills. If you let Bo lead the party, you will be able to walk through the forest areas without any problem. He can also hunt the animals on the overworld screen and collect special items. When you equip him, remember that he needs both hands to use a Bow.





If Bo is leading your party, he can use his Bow to collect items from the animals. It can be tricky to catch these animals, so keep trying!

Putting Bo at the front of your party will also allow you to walk through any of the forest areas.

G
D
C
B
E
F
A
H
I
K
M
J

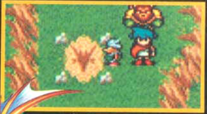
KARN'S TRAINING

Karn will learn new tricks that will allow him to combine powers with another character. The new character will have the qualities of both, making an even stronger warrior. Each new character will have totally new powers as well!

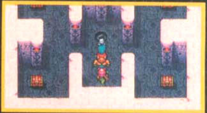
	DEBO Karn can combine the powers of Gobi and Shin to create a powerful warrior of the sea. This spell only works when you are underwater.
	DOOF Doof combines the great strength of Ox with the powers of Gobi. Use this character to move heavy objects.
	PUKA When Karn uses this spell, the powers of Ox, Gobi, and Bo are combined to create a powerful new character.
	SHIN Shin has both the skills of Bo the hunter and the strength of Gobi. This is a great character to have lead your party.

DIGGING

When Mogu joins your party, you can use his sharp claws to dig in special areas. Although you don't get Mogu until later in the game, you will want to backtrack and use his digging power in the spots you've already passed by. The items that you find will help you out!



When you find the Mark of the Dragon on the ground, you can use Mogu to dig into the earth. Sometimes you can find special treasures.

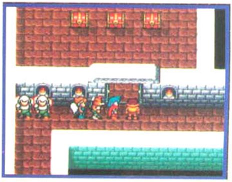


Explore the underground areas when you have Mogu at the front of your party. Beware of the enemies in these areas, they can be very difficult to defeat. The treasures they are guarding are worth finding!

KARN

FOUND IN KRYPT

When you find Karn in the Desert Krypt, south of the Town Arad, you will gain the abilities of a powerful thief. When he is at the front of your party, you can unlock doors, and safely trigger the traps you may find inside chests. You will need to find the Book inside the Krypt before he'll join the party permanently.

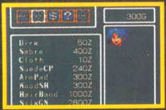


THE JOURNEY BEGINS

With a large world for your party to explore, it can be easy for you to get lost. Here is an overview of the first areas of the game to help you get started. You will still need to explore the different areas of the game if you want to find everything, but this should help keep you moving in the right direction!

1 DROGEN

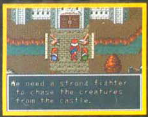
The game begins with the Dark Dragons torching your hometown of Drogen. After the flames subside, you will be able to buy needed supplies and weapons from the merchants in the top left corner of town. Even though the town has been burned, business goes on as normal!



```
300G
Dirk        50Z
Sabre      400Z
Cloth       10Z
SuedeCP    240Z
ArmPad     300Z
WoodSH     300Z
HairBand  1000Z
SilkGN    2800Z
```

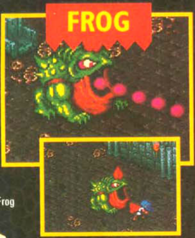
2 CAMLON CASTLE

When you arrive in town, the King asks you to rid the castle of the evil monsters. This is the perfect opportunity for a young hero to prove himself!



We need a strong fighter to chase the creatures from the castle.

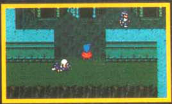
The King of Camlon has been forced out of his castle by hoards of evil monsters.



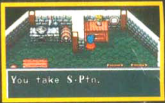
When you find the throne room, the Frog is going to put up quite a fight.

3 NANAI

You must sneak into the city of Nanai to find the powerful earthquake machine. Wait until night or else you will be thrown out of town. After you find the machine, Nanai will be destroyed.

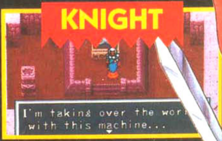


When you sneak into town, make sure that it's at night so you can sneak past the sleeping guards.

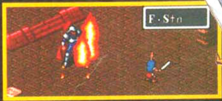


You take S·Ptn.

Search through the drawers when you're exploring different buildings. Some of them may contain treasure.



I'm taking over the wor
with this machine...



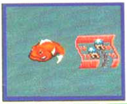
F·Stn

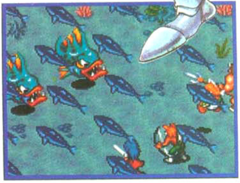
You may be too weak to defeat the Knight with normal weapons, so stock up on combat items. The extra power from these items will help you overcome this boss's attack.

GOBI

FOUND IN AURIA

After Gobi joins your party, you will be able to explore the many undersea areas of the game. Before he will join the group, though, you must play as Gobi. After you find the Gills, return to the party and everyone can travel underwater.

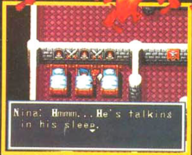




When Gobi increases in level, he'll gain the power to control the seas. All of the different spells that Gobi can cast work best when he is in the water, some just won't work when he is on land. Keep him out of the fight if you are out of the water!

4 WINLAN

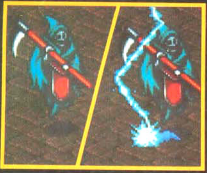
The Town of Winlan is the roost of the Birdpeople. When you arrive, you find that the King has been poisoned. Nina, the King's daughter, leaves the town to find the cure for this terrible toxin. You will take control of Nina while your hero rests at the castle. Don't worry, she brings along soldiers for extra help.

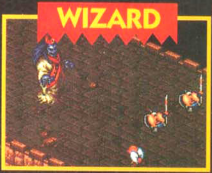

Nina: Hmmm...He's talking in his sleep.

When you first reach Winlan, your hero falls asleep. You will control the new character, Nina, when you begin playing again.

5 TOWER OF KARMA

Nina soon discovers that the evil Wizard controls the Tower of Karma and plans on destroying the people of Winlan. He has invented a powerful gas that disables Nina and her companions. Your hero will have to defeat the Wizard if you want to save her.

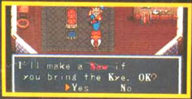

The first time you encounter the boss, he is easy to beat, but when the Wizard reappears, Nina's party is weakened by the Gas Attack.



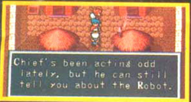
You can't beat the Wizard with Nina, but you will return with the Hero and finish the job that she started.

6 TANTAR & TUNTAR

These sister cities sit on either side of a dry riverbed. When you enter the town of Tuntar, the people tell you about the strange changes that have come over the chief, and the evil things that go on in the forest. If you bring the Ore to the blacksmith in Tantar, he will make you a saw so you can clear the tree that blocks the forest path. Explore the forest to locate the real chief of Tuntar.


I'll make a Saw if you bring the Kye. OK?
▶Yes No

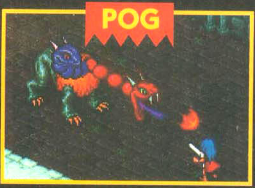
Bring the Ore to the Blacksmith in Tantar so you can get the Saw.


Chief's been acting odd lately, but he can still tell you about the Robot.

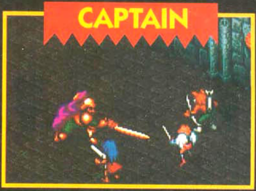
Use the Saw to enter the forest and find the real Chief of Tuntar.

7 FORTRESS

Deep in the forest, you will find a Dark Dragon stronghold. After you save the chief, he will capture your party, and reveal his true evil nature. Bo will join your party and help you defeat the fake chief.



When you take on Pog, the first boss of the castle, you shouldn't have any trouble beating him. Keep an eye on your characters' hit points, but keep fighting. If you get hurt, use the Herb to replenish your life.



After you finish Pog, you'll need to defeat the Captain. He has the ability to change into a powerful dragon that can inflict heavy damage. Use combat items like the B. Stm to help your party beat this deadly foe.

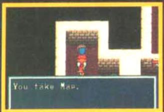
OX

FOUND IN PRIMA

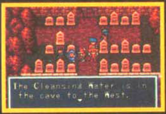
Ox hales from Gant, and has the muscles of ten men. He will join your party after you defeat the ghost that threatens to take him to the netherworld. Ox's strength can be used to bust through walls and destroy rocks when he leads your party. Because he is large and slow, many monsters will attack him when you fight.

8 ROMERO

Romero has been overrun be evil zombies. If you return to the town at night, the old man zombie will help you save the town by showing you the Water Jar.


You take Map.

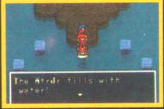
If you move the barrel in the back room, you can find the map beneath it.


The Cleansing Water is in the cave to the West.

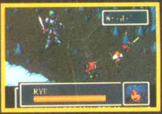
Return to the town at night, and the old man will give you the Water Jar.

9 MAGIC SPRING

Once you have the Water Jar, take it to the Magic Spring and fill it. You can use the water to clean the ground in Romero, and get rid of the zombies.


The Atrdr fills with water!

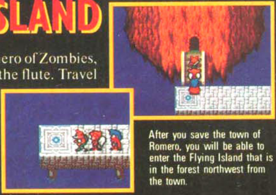
Fill the Water Jar with magic spring water and return it to Romero.



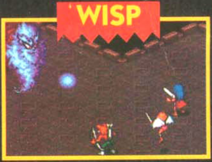
If you have the spring water, you can use it to heal yourself in battle.

10 FLYING ISLAND

One you have cleared Romero of Zombies, the leader of the town will give you the flute. Travel to the Flying Island and use it to enter. Inside, you will have to locate the Key, then defeat the Wisp to obtain it. Once you have the Key, you will be able to activate the Stone Robot, that sits north of Tuntar.



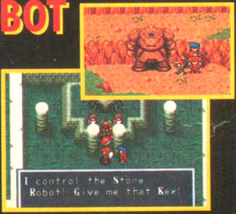
After you save the town of Romero, you will be able to enter the Flying Island that is in the forest northwest from the town.



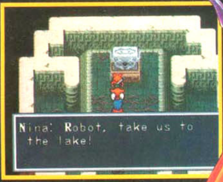
You will need to prove that you are worthy to hold the magical key. You can only do this by beating the Wisp that guards the key.

11 STONE ROBOT

Return to the town of Tuntar, then travel north to the Stone Robot. When you get to the Robot, you can work your way inside by walking into his right foot. Before you can restart the Stone Robot, you must defeat the Dark Dragon Knight that blocks your way. Once you find the control room, the Stone Robot will clear the boulder that is blocking the river.


I control the Stone Robot! Give me that Key!

After you have the key, the Knight will be waiting for you inside the Stone Robot.

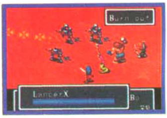

Nina: Robot, take us to the lake!

You will need the Key to start the Stone Robot, then use the teleporters to find the control room. When you find the controls, the Robot will move.

BLEU

FOUND IN WISDOM

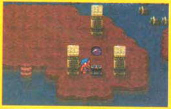
Bleu's powerful magic makes her a force to be reckon with. Once she has joined your party, place her in the fighting half of the party. Her strong attack spells will stop your enemies fast! She also has mastery of spells that will allow your party to escape from dungeons and warp back to a safe town. Unfortunately, she won't join your party until late in the game.



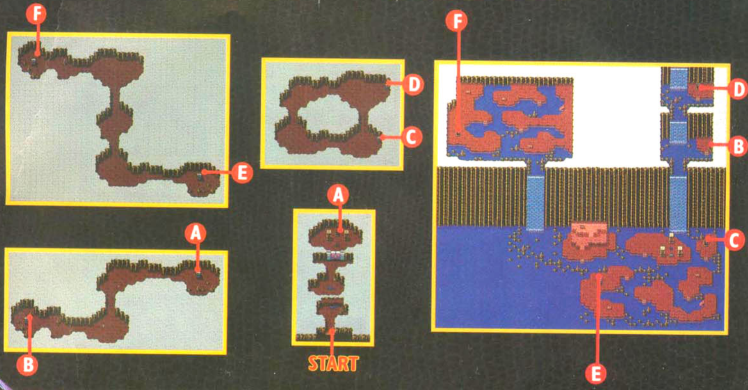
Bleu is the master of many powerful and useful spells.

12 LAKE CAVE

After the Stone Robot clears the boulder that is blocking the river, the lake will begin to drain and a secret cave will be revealed on the lake bottom. Explore the cave to find a Magic Ring.

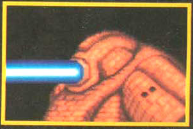


When the Stone Robot breaks the rock that is damming up the river, the lake cave will appear to the north.



THE STORY CONTINUES....

The magical powers of the Dark Dragons are getting stronger, and the world is still in danger. You must complete your training as a Light Dragon, or you will be overcome by the armies of the evil Dragons. There are many new lands left for you to explore, as well as many powerful treasures for you to find. The best adventuring is yet to come!



When you return to Tantar to see the wedding, the Shogun takes control of the Stone Robot.

MOGU

FOUND IN GRAMOR

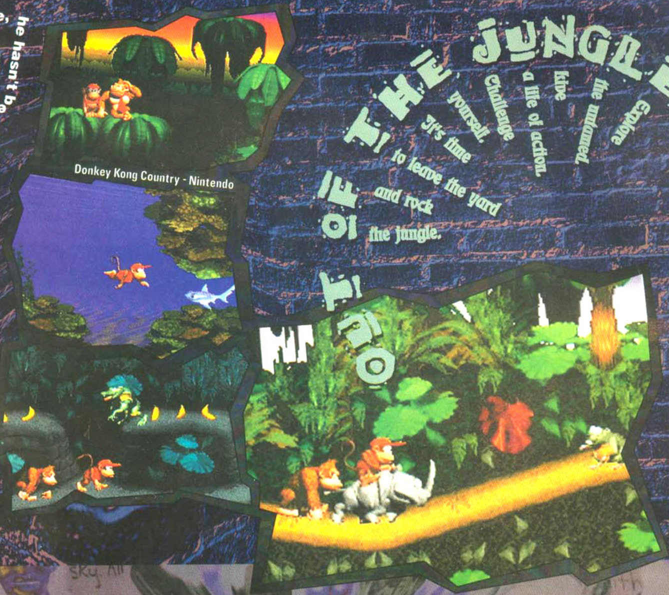
Although Mogu may not be the best or strongest fighter in your party, his sharp claws will allow you to explore the deep recesses of the underground world. Many treasures are hidden throughout the world that only Mogu can find. You may want to keep him toward the back of your party until you need him.

Mogu has the power to escape from any battle. Run if the enemy is too strong to defeat.

1. Marked by a high volume of sound; once matt put his head in a jet intake, he hasn't been the same 2. Noisy *life without amplification is like being a fish in a tank* *adj.*

OUT OF THE JUNGLE

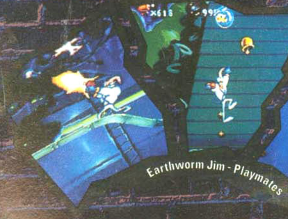
Explore
the untamed.
Live
a life of action.
Challenge
yourself.
It's time
to leave the yard
and rock
the jungle.



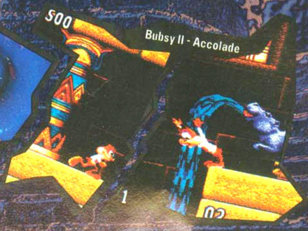
Donkey Kong Country - Nintendo

PLAY IT
SUPER NES SUPER NES SUPER NES

3. Gaudy, as in color; flashy Purple Buzzcut, Orange Tongue, Diamond Studded Platinum Shoes 4. Brilliantly blinding and explosive cat'a-clys'mic 5. • worthy "I have a dream."



Earthworm Jim - Playmates



Bubsy II - Accolade

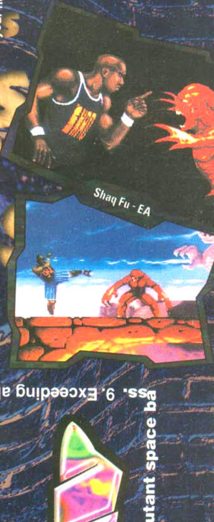
KNOCKOUTS

FAST
CURVE
CHANGE
RFAST
DEFENSE
MANAGER
BALLS
STRIKE

Tecmo Super Baseball - Tecmo

Super Punch-Out!! - Nintendo

Mortal Kombat 2 - Acclaim



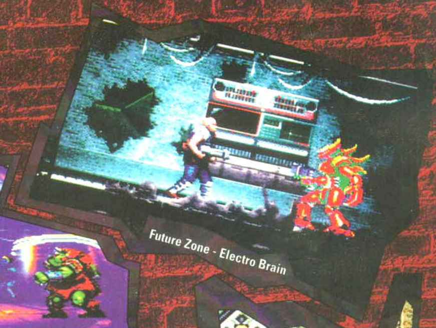
Shaq Fu - EA

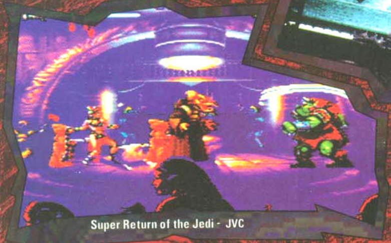
Loud

6. $$#@!!! 7. That which stands out, surpasses **You have one chance to save Earth from Merle the mutant space bass. 9. Exceeding all limits 186,000 miles per second** Break The Tank! Put your head in the noise. Hold on to your bass!

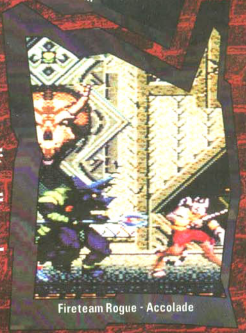
FIGHTS

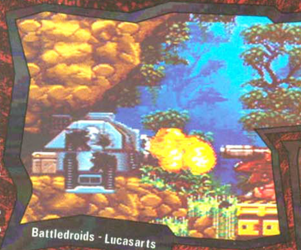
Findings from a recent study at the Institute of Loudicity: "...never before seen such...stunning, graphical, interfacial, multi-layered, omni-dimensional..." "...measuring off the scale...subjects heads literally exploded from excessive levels of fundorphins..." "...more titles...more technical breakthroughs...more stages...more conflict...more glory..." "...125% more resolution/damage release per level..." "...F=S/NES^2..."

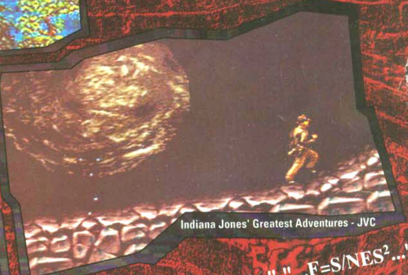

Future Zone - Electro Brain

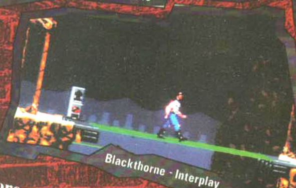

Super Return of the Jedi - JVC

CAMERA


Fireteam Rogue - Accolade


Battledroids - Lucasarts


Indiana Jones' Greatest Adventures - JVC


Blackthorne - Interplay

ACTION

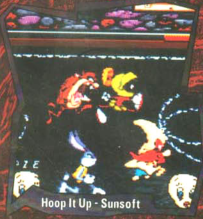
SUPER NES SUPER NES SUPER NES SUPER NES SUPER NES SUPER NES

Zero - Sunsoft

Virtual Bart - Acclaim

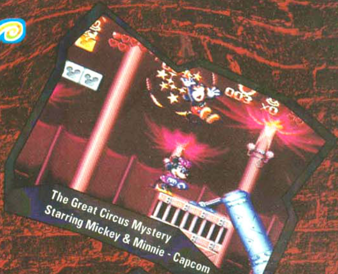
"...criticality of responses unmatched..." "...subjects exhibited increases in mental acuity...the ability to navigate wormholes in virtual space...fantasy worlds inhabited by freakishly human toon beings..." "...unheard of...unmatched...unexpected ...unusual...uncompromising...unconditional..." "...LOUD..."

TOONED IN

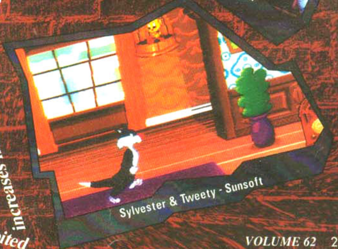


Hoop It Up - Sunsoft

Itchy & Scratchy - Acclaim

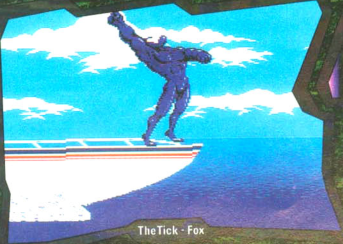


The Great Circus Mystery Starring Mickey & Minnie - Capcom

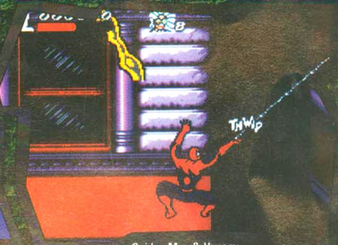


Sylvester & Tweety - Sunsoft

Play It Loud



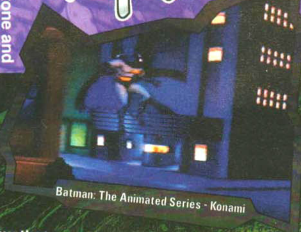
The Tick - Fox



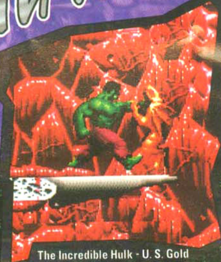
Spider-Man & Venom: Maximum Carnage - Acclaim

CRIME AND PUNISHMENT

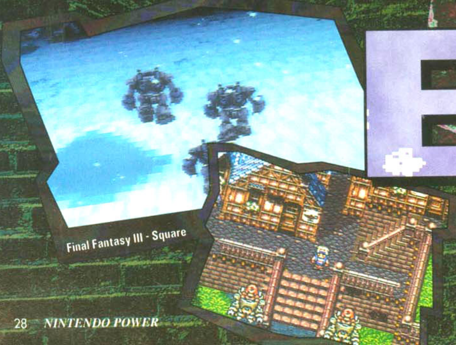
I wanted a new game, something bigger, expanding, as vast as a mind ☞ I wanted new sights, sounds, adventures, puzzles, scores, new lives to peel back the covers ☞ I searched the world, circled the globe, picked up every stone and threw them all back in the dust, and moved on until I came to this place ☞ I knew that my journey had ended, eyes open, ears ringing, mind basking



Batman: The Animated Series - Konami



The Incredible Hulk - U. S. Gold

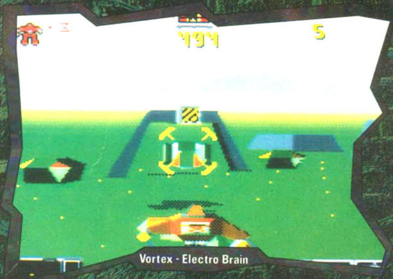


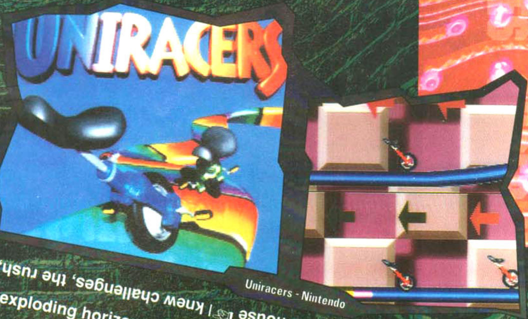
Final Fantasy III - Square

EP

TECHED OUT!

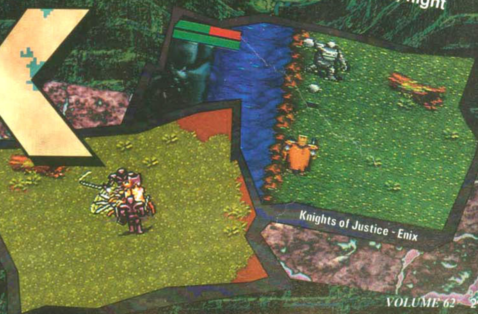
in a universe of exploding horizons where rainbows came to earth ☞ here, dragons awoke, flight pierced the stars, my slam dunk shattered the house ☞ I knew challenges, the rush, the fierce joy, the soaring heights and the slapstick and the raw justice and the thrill of victory and the horror of the dead at night ☞ and I knew that what I wanted was found, the quiet pride of a life lived aloud, the games to measure my limits ☞ the life I longed to play--loud


Vortex - Electro Brain



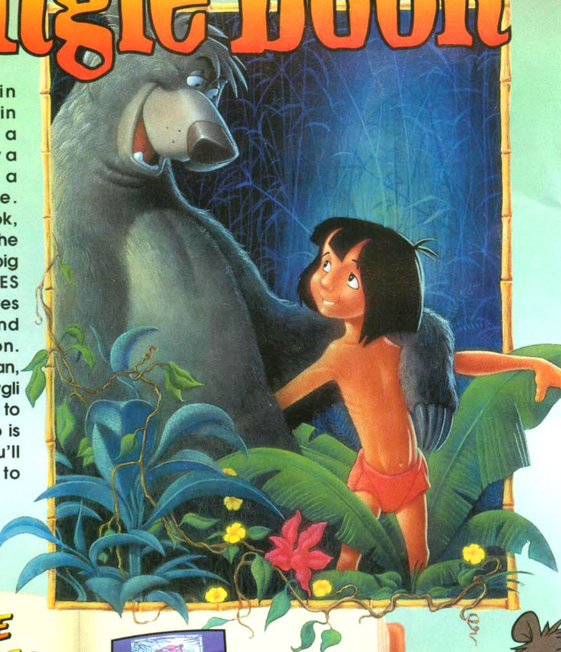
Uniracers - Nintendo

IX


Knights of Justice - Enix

Play It Loud

DISNEY'S The Jungle Book

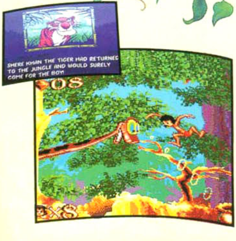


It appears that Virgin Games has once again turned the odd story of a man cub who is raised by a pack of wolves into a choice video game. Disney's The Jungle Book, previously available for the NES, is going to make a big splash in the Super NES ranks. This game features truly great graphics and ultra-smooth animation. The great tiger, Shere Khan, has caught wind of Mowgli and has not taken kindly to the fact that a man cub is living in the jungle. You'll have to guide Mowgli to safety.

© 1994 The Walt Disney Company
© 1994 Virgin Interactive Entertainment

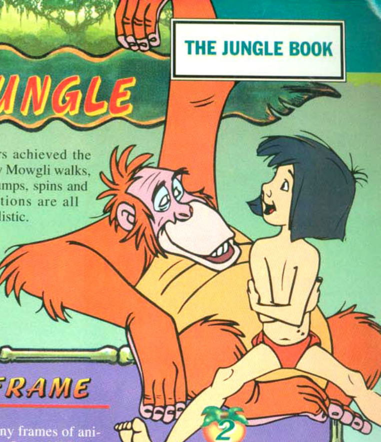
JUNGLE TRIPPING!

Mowgli's dangerous trip through the perilous jungle will take him through eleven levels. Like any good adaptation, Disney's The Jungle Book follows the Jungle book story line faithfully. While other adaptations may stray in their direction, this game remains truly focused. It's a treat! Great game play, a great story line, and tremendous graphics and sound, adds up to a winner in our estimation.



SHERE KHAN THE TIGER HAD RETURNED TO THE JUNGLE AND WOULD SURELY COME FOR THE BOY!

WAY OF THE JUNGLE



Graphically, the Super NES version of Disney's The Jungle Book is one of the most beautiful games available. The sheer number of animations used for Mowgli and the various enemy characters is fantastic. The programmers achieved the actual look of how Mowgli walks, climbs, pushes, jumps, spins and throws. The motions are all very fluid and realistic.

1 PARROT RIDING

If you time your jump correctly, you can ride on the backs of these large, colorful birds. You can't throw bananas from a seated position, though. You'll have to jump off of the Parrot first.

2 SPRING SNAKES

In the world of video games, it's usually a good idea to avoid all things that slither. Not these spiraling serpents! They will actually help you to reach vines and ledges.

3 LIL' SWINGER

Mowgli will automatically grab onto a swinging vine if he is close enough to do so. You'll need to press the Jump Button to let go, though.

4 BANANA HURLER

Where is Mowgli getting those bananas? He can fire off the elongated fruit in rapid succession to the right, left or upward, but not downward or diagonally.

5 DO A JIG

If you leave Mowgli standing around for too long, he'll become bored and will start to dance and juggle bananas to pass the time. Great animation!

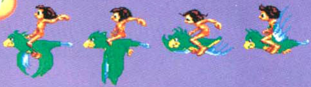
6 BOULDER PUSHING

Mowgli is very strong, considering the fact that he's small. He can push some pretty hefty boulders around.

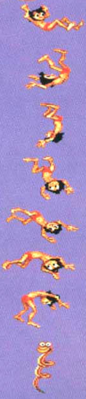
FRAME BY FRAME

These are just some of the many frames of animation that are packed into the Super NES version of Disney's The Jungle Book in order to make Mowgli behave like a true jungle boy. All of his movements are smooth and precise.

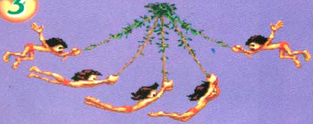
1



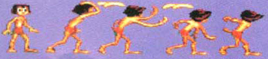
2



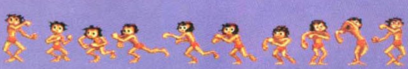
3



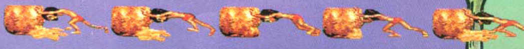
4



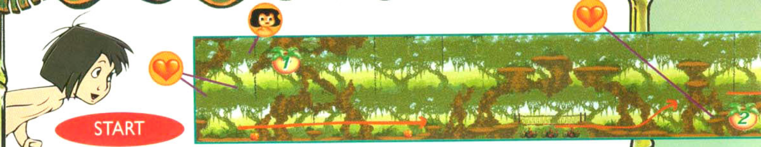
5



6

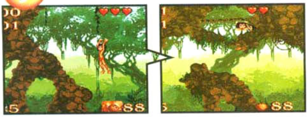


Chapter I: THE BEGINNING



Reluctantly, Mowgli begins his trek. The Beginning seems like a fine place to start. King Louie has dispatched his monkey troops throughout the trees. Baloo the Bear will always be waiting at the end of each Chapter to ensure Mowgli's safety and to show him to the next Chapter.

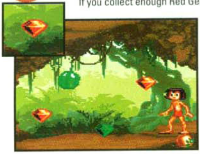
1 SWING TO A 1-UP



Move the boulder under the vine then jump to the swinging vine. Jump again to another vine and then finally over to the right to get the 1-Up.

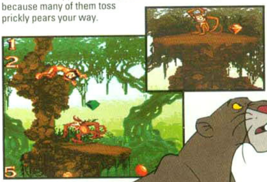
2 THE GEM EFFECT

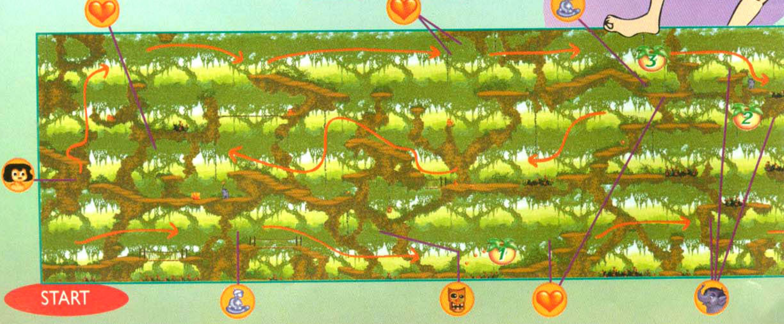
If you collect enough Red Gems during a given chapter, you will be granted a Continue. Collecting enough Bonus Gems allows Mowgli to enter a Bonus Level. Many Gems are out in plain sight, but many are hidden behind things.



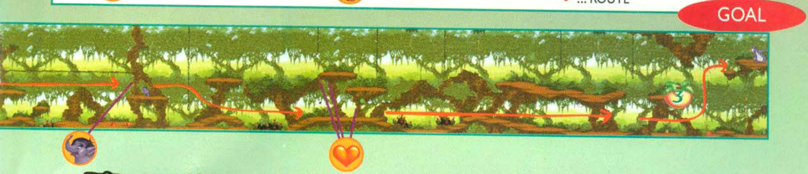
3 FUNKY MONKEYS

Mowgli can cut through the monkey business in one of two ways. He can jump up and flatten a monkey by landing on its head or he can toss a few pieces of fruit at one to make it disappear. Getting near them can be dangerous because many of them toss prickly pears your way.





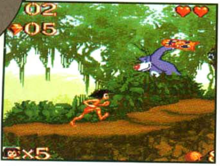
♥ ... EXTRA HEALTH
... EXTRA LIFE
... RESTART POINT
... INVULNERABILITY
... JUNGLE IDOL
➜ ... RECOMMENDED ROUTE



Chapter II: JUNGLE BY DAY

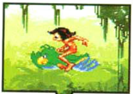
Chapter 2 looks much like Chapter 1 did—we're not out of the jungle yet, Mowgli! There are more elevations of ledges, more vines and, unfortunately, more enemies to deal with than in Chapter 1.

1 BEAR HELPER

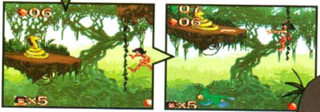


Baloo makes an appearance to toss Mowgli a tribal mask. Invincibility is the power that it grants.

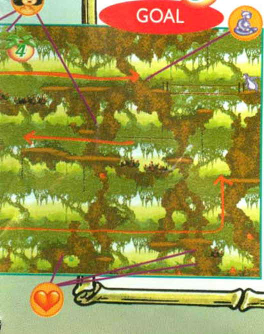
2 BIRDS & SNAKES



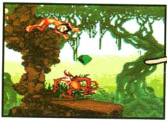
Mowgli can use the birds to fly him over the gap here. Jump on their backs to ride them. Leap off of the bird on the right to shoot a banana at the cobra. You should be able to jump over to the bird on the left without a problem.



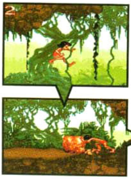
3 MONKEY BASH



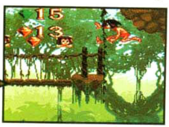
Climb the vine to the left of the monkey in this area and then leap off of the vine to land on its head. It's easier to prevail this way.



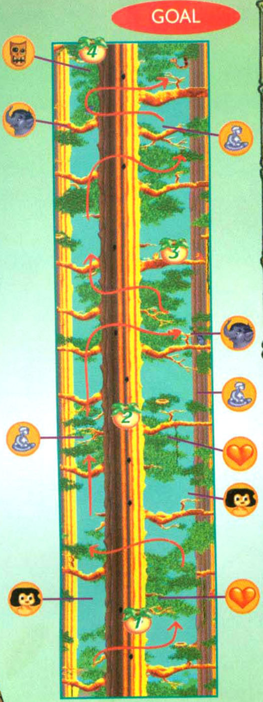
4 TWO 1-UPS!!!



Jump left from the vine over the bridge and push the boulder over to the left. It will drop down. Keep pushing it and then use it to jump to a hidden vine.



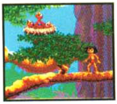
Chapter III: KAA THE SNAKE

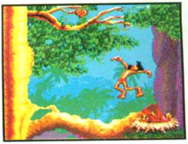


Kaa's home is a very large, very tall tree. He resides at the top, waiting for some innocent creature to fall under his transfixing glare. Use the branches to help you climb the tree. There are many Gems concealed in the tree. Seek them out!

1 BIRD NESTS

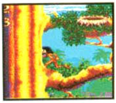
Even though the birds in the nest are innocent enough, they're hungry and their beaks are open and ready for food. Don't step on them. Wait until they stop chirping.

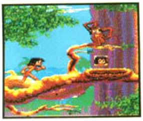




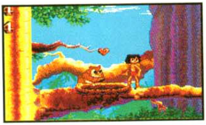
2 THE HOLLOW

There is a section of the giant tree that has been hollowed out. Mowgli can fall down through the trunk and then go out onto a branch to find a 1-Up.



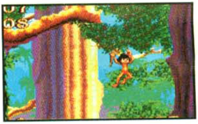


3 WISE OLD OWL



If you toss a banana at an Owl, it will throw you back a Heart if you need one.

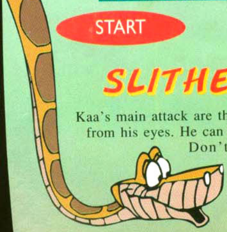
4 INVISIBLE ITEMS

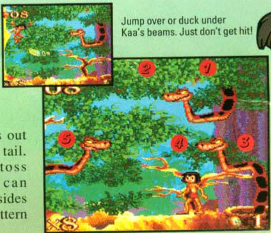


A hollowed-out section of trunk at the top of the tree hides a secret. Go get it!

SLITHERING KAA

Kaa's main attack are the hypnotic rings that he shoots out from his eyes. He can also attack with the end of his tail. Don't touch him anywhere, just toss bananas at his head. He can appear from three different sides of the screen, but there is a pattern to his movements.





Jump over or duck under Kaa's beams. Just don't get hit!

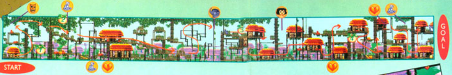
The numbers show where Kaa will appear.

Chapter IV: THE TREE VILLAGE

No longer inhabited by huma, King Louie's kooky monkey troops has overrun the place. They're making quite mess, too. Chapter IV will introduce puzzle elements more than the first three chapters did. Getting through the huts is like a maze.

1 GRAB A VINE

If you don't have your vine-grabbing technique down pat, you are certainly going to have some trouble here.

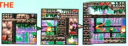


2 SWING'N JUMP

Once you have grabbed onto a swinging vine, just swing for a bit until you see where the next

3 MEET THE OWL

Find the egg to the right of the Owl, then push it to the left and shoot it. Jump off of the snake that appears.



4 JUMPING BOARD

Push a boulder onto one end of the plank and then jump on the other end. It'll work like a catapult.

Chapter V: PARROT RIDE

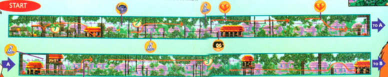
Definitely more linear in its layout, Chapter V sees Mowgli take to the skies on a friendly parrot. It's no ordinary parrot. This one can spit bananas from its mouth. This part of the game is like a shooter.

1 BOULDERS

Nail the snake with bananas to put it out, then push the boulder to the catapult.

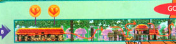
2 PARROT RIDE

Keep pressing the Y Button to keep a stream of bananas flying!



3 FRAGILE FLOORING

The platform located just to the left of the second bird is unstable. Jump fast!

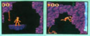


Chapter VI: THE WATERFALL

The Waterfall is long. You can't even see all of the way to the top! Mowgli will be presented with many treacherous jumps here, but there are some shortcuts, too. Check the map for key tips.

1 HIDDEN VINE

Go to left, shoot the snake and then jump up to find a hidden vine. You can climb up quite a way and then switch over to another vine.



2 GO THIS WAY

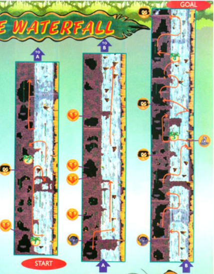
Go left through the rocky wall at this point to find a truly great shortcut.

3 LONG JUMP

Nail this Chameleon with a banana. Use its tongue to help you make this big jump.

4 WAIT FOR IT

Wait until the ledge appears before jumping down to it.



THE STORY CONTINUES

Mowgli's adventure is far from over. He still has to contend with King Louie and Shere Khan. You'll need to stock up on Extra Lives!

CHAPTER 7

If King Louie is in the mood for dancing, you've got it made!

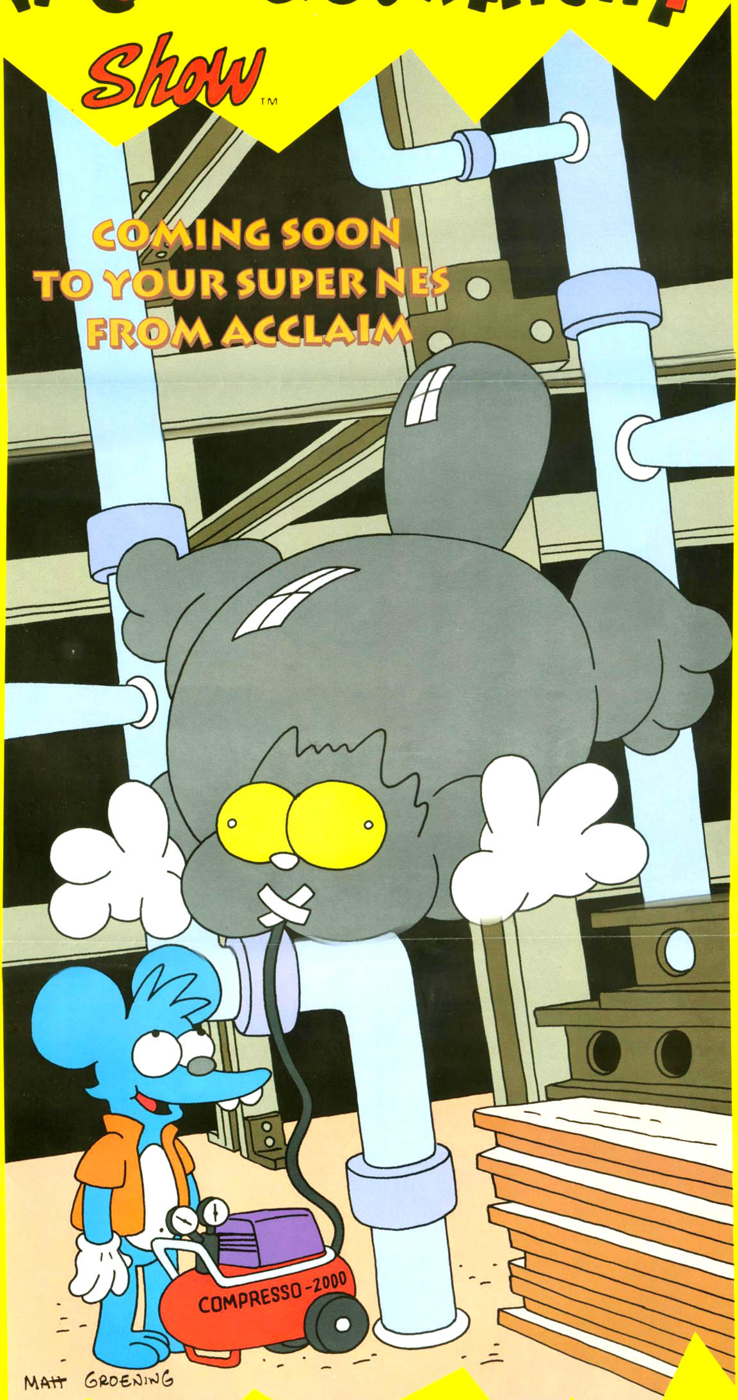
CHAPTER 9

The Great Tree at Dusk presents more branch-bouncing action.

CHAPTER 11

You'll find the great tiger, Shere Khan, in The Wastelands.

The ITCHY & SCRATCHY Show™


COMPRESSO-2000
MATT GROENING

COMING SOON
TO YOUR SUPER NES
FROM ACCLAIM

The Simpsons & Characters TM&© 1994 Twentieth Century
Fox Film Corporation. All Rights Reserved.

NINTENDO POWER®

THE SPORTS SCENE

SOCCER SUMMER

Header Bäll

Hey soccer fans, 1994 is the year of the World Cup and the U.S. is on fire with soccer fever. A lot of video game companies are betting that the worldwide interest will translate into soccer game sales. Like my cousin from Austria wrote in a recent letter, "Maybe Amerikaners become finally like der rest of whole world und use der heads. Wunderbar!" One thing is for certain--you'll have plenty of choices. This special soccer report covers the latest seven games, all of which should be released by this month. In all, the Super NES now has a library of 15 soccer games! There are one, two, four and five player games, all sorts of views and options, licenses and more. To find the game that will pay off for you, read on.

FIFA ROCKS PG. 36

EA's FIFA International Soccer is one of the best of the bunch and features five-player action.

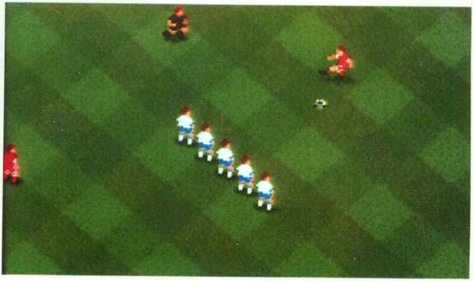
NO MEGA MAN PG. 37

Don't expect any super heroes in this game. Capcom Shootout is just plain soccer fun.

GET THE KICKS PG. 38

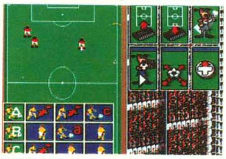
Imagineer reaches into the hat and pulls out one of the hottest soccer games of the year.

WORLD CUP SOCCER INVADES USA



By U. S. Gold

San Francisco, CA—**U.S. Gold** picked up the biggest prize in the soccer war when they took the official World Cup license and gained instant recognition in *World Cup USA '94*. They also picked up a decent little game that includes all 24 real World Cup teams and their true strengths. The overhead view makes the characters look small, but the speed is quick, making for tons of action, if not great realism. Automatic switching of players in this two-player game makes it easy to concentrate on the ball rather than on the controller. Other features include World Cup tournament or exhibition play, selecting lineups and formations, a battery save feature, instant replay and nine of the stadiums being used in the actual World Cup matches. You can even set the game for one of eight different languages.



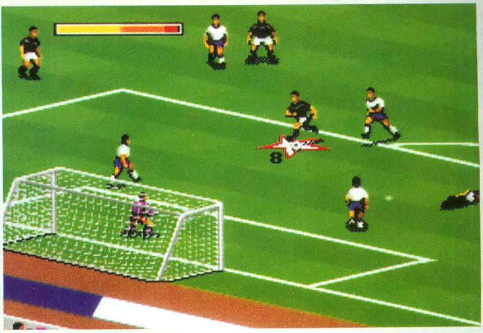
"...the speed is quick, making for tons of action."

World Cup USA '94 does a good job of simulating soccer on a basic level. It's easy to pick up the play mechanics. It is less easy figuring out the icon-based menu system. Striker, the soccer-playing dog who is the World Cup mascot, appears in mysterious poses that are meant to suggest options such as Game Save or Select Team. So unclear are these icons, however, that you can spend five frustrating minutes just getting to the game. Like Striker, this menu system is a dog. Too bad. Aside from the awful menu system, World Cup USA '94 is a kick.

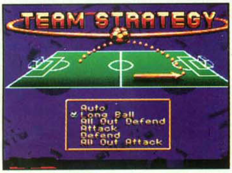
FIFA ON A POWER KICK

By Electronic Arts

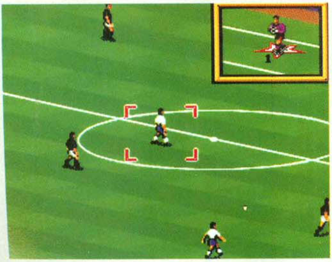
San Mateo, CA—Arguably the best new soccer sim of all comes from **Electronic Arts**. *FIFA International Soccer* stands out from the crowd with realistic graphics, animation, Artificial Intelligence (AI), play control and sound. EA also included the multi-player option that allows up to five players to compete at once—a huge plus on sports games! There are so many outstanding features that it is hard to name them all.



Like most soccer games, FIFA switches automatically with passes and on defense to the player closest to the ball. You can also set up corner kicks using an aiming box that lets you target one of your players in front of the goal for a very realistic feeling and some spectacular scoring opps. The range of movements by each player includes passes, shots, diving headers, fancy dribbling and the ability to power up a kick. The Power Kick is one of the best options available in any soccer game. By pressing and holding the B Button, you can power up the player to deliver a super hard kick that can flash past the goalie or carry across the field to a distant teammate. Overall, the play control is exceptional and the speed of the characters and the ball seems perfect. All of these factors add to the realism and the fun.



Another strategic feature is the pause option screen that lets you change your Team Coverage and Team Strategy at any time. It also allows you to run Instant Replays, which are so impressive due to the many frames of animation used for every player action. Seeing your goal in slow mo is great for the ego. Your ego will also take a boost if you can make it through the league and tournament options for one player. The game includes 30 international teams and a World Cup-type of playoff system in which teams must win in their group to proceed. As in all EA games, you can set period lengths and many other options. When you can play and win with all penalties and a manual goalie on a drenched field, you'll really know you're in the game.



> "The Power Kick is one of the best options available in any soccer game."

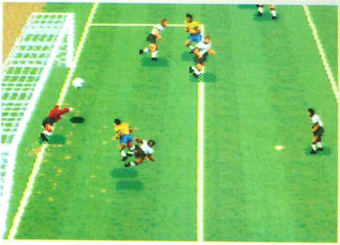
PROTECT YOUR NOGGIN
WITH
THE ELVIS HEADER
HAIR PIECE
"Play soccer like the King!"

CAPCOM SOCCER SHOOTOUT

By Capcom

Sunnyvale, CA—Even the big guns like **Capcom** are riding into the soccer showdown. *Capcom's Soccer Shootout*, in fact, is one ball-slinger to watch out for. It's an overhead, side-angle view with a real sense of depth. The excellent animation and large player characters add to the feeling of watching a real soccer match. Even better, the play control feels entirely natural. You always control the player nearest to the ball, but you never have to select the player or even identify him because the viewpoint moves with the ball. The AI can be impressive, too. Computer players sometimes set up plays and execute them with skill, which makes CSS a real challenge as a one-player game. Unlike Capcom's Megaman Soccer, CSS is the real thing and then some. The game includes both field and indoor soccer, plus a training mode where you can hone your skills in five areas including: dribbling, shooting, corner kicks, free kicks and sliding tackles. Since the AI is so tough, it is recommended that you at least try the training session so you know how the controls work, especially how to curve a corner kick into the goal. Although the AI is often good, you should also expect some frustrating moments when the computer players continually boot the ball out of bounds. Like most sports games, you'll have the most fun competing against your friends.

"...the play control feels entirely natural."

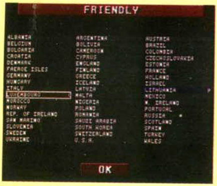


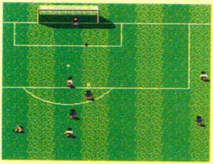
U.S.A.
02:56
ITALY
01-00
REPLAY
S Diego

SONY'S CHAMP

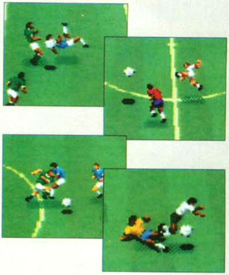
By Sony Imagesoft

Santa Monica, CA—*Championship Soccer '94* weighs in at only four megabits, but it has an astounding 115 different teams including national and European city football clubs. As impressive as all that may sound, the teams don't seem to have widely varying skills, so the difference is really in name alone. The overhead view of Championship '94 presents a flat field with tiny characters—a sort of blimp-cam view. The action is fast and smooth with auto-switching to the player closest to the ball.


FRIENDLY
ALBANIA
BELGIUM
BULGARIA
CROATIA
DENMARK
FAEROE ISLES
GERMANY
HUNGARY
ITALY
LUXEMBOURG
MOROCCO
NORWAY
REP. OF IRELAND
SAN MARINO
SLOVENIA
SWEDEN
UKRAINE
ARGENTINA
BOLIVIA
CAMEROON
CYPRUS
ENGLAND
FINLAND
GREECE
ICELAND
LATVIA
MALTA
NIGERIA
POLAND
ROMANIA
SAUDI ARABIA
SOUTH KOREA
SWITZERLAND
U.S.A.
AUSTRIA
BRAZIL
COLOMBIA
CZECHOSLOVAKIA
ESTONIA
FRANCE
HOLLAND
ISRAEL
LITHUANIA
MEXICO
N. IRELAND
PORTUGAL
RUSSIA
SCOTLAND
SPAIN
TURKEY
WALES
OK

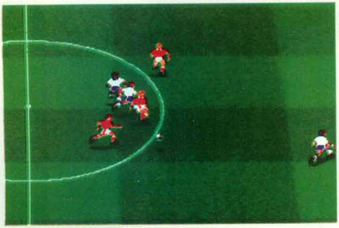


Although it looks unrealistic—like a bunch of ants playing soccer—the game play can be entertaining in the two-player mode. For one thing, you can make lots of jokes about the size of your team. One difficulty about the Lilliputian players is that the ball is also puny, so much so that you often lose sight of it. World Soccer '94 from Atlus and U.S. Gold's World Cup USA '94 both do much more realistic jobs of providing fast, overhead action with small characters, but at four megabits, you can expect the price of Championship '94 to be pretty lightweight, too.



Up to four players can hitch up their controllers in the exhibition mode using a multi-player adapter. Alternately, two players can challenge each other or team up against a computer-controlled team. There are only twelve teams in the game, but they represent a wide range of soccer competency. The one thing that will drive you nuts is the latin background music that repeats after every few measures. Turn it off and enjoy the action or hire a real Mariachi band.

KICK OFF TO FUN

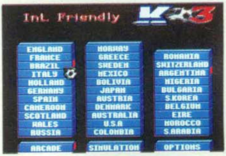


By Imagineer

Redmond, WA—*Kick Off 3* from **Imagineer** combines the quick play of a World Cup USA '94 with the skill moves of FIFA and Capcom's Shootout. Although the players appear small, they have enough animation to make them fun. Control is smooth with auto-switching to the closest player to the ball, but you can manually switch if the computer doesn't change quickly enough for your style of play. The options seem endless, including a World Cup tournament, a ladder-type tournament and league play all saved by rather long passwords. Up to four players can choose teams and play according to the schedule in two-player matches. The training mode helps you learn dribbling and shooting—skills that are critical to winning. Play options that can be activated include fouls, injuries, game length, game speed, or three levels of ball control.

One of the best parts of Kick Off is the variations of players and their skills. If you play in the simulation mode, you'll be able to select players for your squad according to their special skills. Some players have exceptional vision that allows them to pass far down the pitch while others have super agility. Most teams have several players with multiple talents and others who are just an extra set of legs. Using the Team Talk option, you can choose from eight tactics at any time during the game. Matching team formations, players and tactics makes Kick Off 3 one of the most strategic sports games available.

> **"...Kick Off 3 (is) one of the most strategic sports games available."**


Int. Friendly
K.O.3
ENGLAND
FRANCE
BRAZIL
ITALY
HOLLAND
GERMANY
SPAIN
CAMEROON
SCOTLAND
WALES
RUSSIA
NORWAY
GREECE
SWEDEN
MEXICO
BOLIVIA
JAPAN
AUSTRIA
DENMARK
AUSTRALIA
U.S.A
COLOMBIA
ROMANIA
SWITZERLAND
ARGENTINA
NIGERIA
BULGARIA
S.KOREA
BELGIUM
EIRE
MOROCCO
S.ARABIA
ARCADE
SIMULATION
OPTIONS

SUPER NES SOCCER STATS

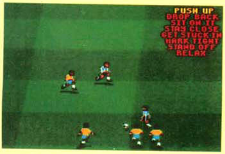
	Field View	Save	Formations	# of Teams	Team Strength	Multi-Player	Lineups
GOAL!	Over/angle	Battery	Yes	24	Yes	2	No
GOAL! 2	Behind ball	Password	Yes	24	Yes	2	Yes
Super Soccer	Behind ball	Password	Yes	16	Yes	2	Yes
Super Soccer Champ	Side	None	No	8	No	2	Yes
World Soccer '94	Over/angle	Password	Yes	64	Yes	2	Yes
Tony Meola's Soccer	Behind ball	Password	Yes	64	Yes	2	Yes
World League Soccer	Overhead	Battery	Yes	24	No	2	Yes
World Cup USA '94	Overhead	Battery	Yes	32	Yes	2	Yes
FIFA International Soccer	Over/angle	Password	Yes	30	Yes	5	Yes
Elite Soccer	Overhead	Password	Yes	31	Individual	5	Yes
PELÉ!	Overhead	Password	Yes	33	Individual	2	Yes
Capcom's Soccer Shootout	Sideview	Password	Yes	12	No	5	Yes
Kick Off 3	Sideview	Password	Yes	32	No	2	No
Champions World Class	Side/over	Password	Yes	32	Yes	2	No
Championship Soccer '94	Overhead	Battery	Yes	115	No	2	Yes

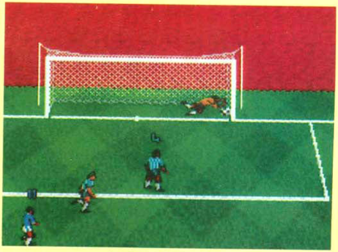
THE SOCCER ELITE

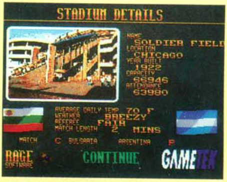
By Gametek

North Miami Beach, FL—**Gametek** puts all the basics together in their multi-player *Elite Soccer*, plus they add in some goodies that die-hard soccer fans will eat up. The low overhead view scrolls straight up and down the field so that one goal is at the top of the screen and the other is at the bottom. Characters move very fast, making for some of the quickest soccer action around. It may not be realistic, but it will leave you breathless. One bit of realism is the close-up screen used for penalty kicks. One kicker and the goalie face off in a guessing match to see which direction the kick will go.

Players can pick up Elite Soccer and feel at home in seconds, but the game has enough depth to make it interesting over a long play period. Each player is rated in six categories, so you get an excellent idea of your team strengths. Six tactics can be selected before and during the match along with eight formations, and unlike Kick Off 3 or FIFA Soccer, you don't have to pause the action to change your tactics. Up to five players can join in the fun by using a multi-player adapter and extra Controllers. You can also play a World League, World Tournament, and World Championship Cup scenario that is saved by passwords.






STADIUM DETAILS

NAME
SOLDIER FIELD
LOCATION
CHICAGO
YEAR BUILT
1922
CAPACITY
66946
ATTENDANCE
63980

AVERAGE DAILY TEMP 70 F
WEATHER BREEZY
REFEREE FAIR
MATCH LENGTH 2 MINS

MATCH C BULGARIA ARGENTINA P

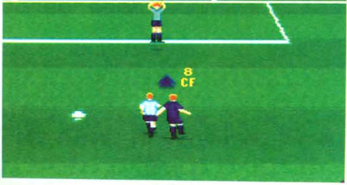
RAGE SOFTWARE CONTINUE GAMETEK

PELÉ ON THE PITCH

By Sport Accolade

San Jose, CA—**Sport Accolade** puts its foot into the soccer wars with the biggest name in soccer history, the legendary Pelé from Brazil, in a game appropriately named *Pelé*!. Although Pelé is no longer an active soccer player on the international or World Cup scene, his status as soccer's all-time greatest superstar continues. In this game, Pelé describes strategies of different formations when you set up your team. A more important tip for winning is to enter the team roster menu and increase the capabilities of your players. Pelé! allows you to control an entire team of superstars like the immortal one himself. Play options include exhibition games for up to two players, a tournament, season or practice mode. Extended schedules can be saved with a password. On paper, all of this sounds pretty good. Unfortunately, the pace of the game is definitely slow and the graphics, although large, seem unfinished. Due to the slowness of the graphics, it is easy to push control buttons repeatedly in anticipation of a pass or shot. The result is confusion and mayhem with players booting the ball back and forth. Even when you've mastered the timing delay, the jerky motion of the animation can be distracting. Overall, the graphics have a two-dimensional feel rather than the full 3-D appearance of games like FIFA and Capcom's Shootout. This Pelé! could use an early retirement.

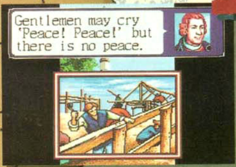
> **"...the graphics have a two-dimensional feel."**



© 1993 Koei Corporation

As Great Britain threatens the harbor with its powerful fleet, the American Colonists take up arms against the Empire. As the banner of war waves, the people cry out, "Give us. . . .

Liberty or Death™

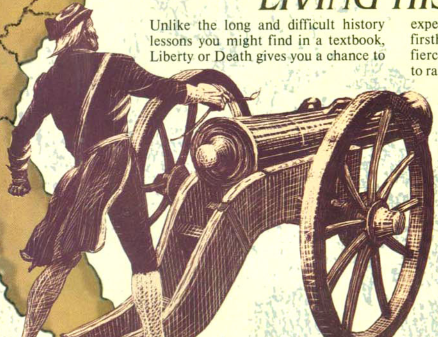


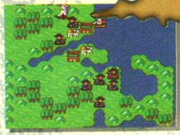
Gentlemen may cry 'Peace! Peace!' but there is no peace.

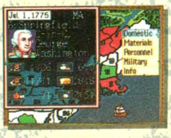
Koei brings strategy game players a history lesson unlike any they have ever experienced. The American Revolution comes to life in this great war simulation, where players can control either side of this bloody conflict.

LIVING HISTORY

Unlike the long and difficult history lessons you might find in a textbook, Liberty or Death gives you a chance to experience the American Revolution firsthand. You'll not only fight the fierce battles of the war, you'll also need to raise the support of your country and the financial aid of foreign allies.







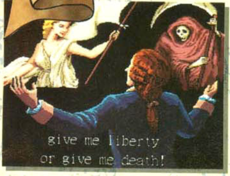
Jul 1,1775 MA
6:Springfield
George
Washington

Domestic
Materials
Personnel
Military
Info

Recreate the fierce battles of a fledgling nation, or change the outcome of history!

Even if you aren't familiar with the war, you'll recognize many of the historical names and faces.

CRY FOR FREEDOM!

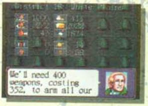

give me liberty
or give me death!

As the war began, the American colonies appeared weak and helpless when compared to the battle-ready British troops. The war looked like it would be over in a matter of months. Great Britain didn't realize that the American Colonists were willing to risk everything for freedom, even their lives.

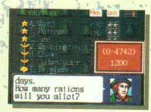
Patrick Henry's cry for freedom set the wheels of war in motion.

STRENGTH IN NUMBERS

Because you are the Commander-in-Chief, you are responsible for all actions in your districts. You will need to purchase supplies for your army, as well as ready the troops for battle. If you send them to war without the proper supplies, your army will fall to even the weakest enemy.

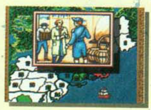

We'll need 400
weapons, costing
352, to arm all our

Weapons are expensive, but your troops will be weak without them.

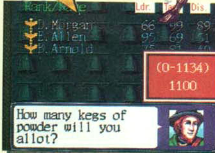


days.
How many rations
will you allot?

You must send rations to war with your troops, or they will starve.



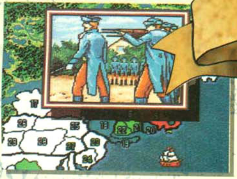
Send someone to market to keep your food and powder supplies up.



How many kegs of
powder will you
allot?

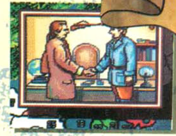
While you can still fight without powder, your troop losses will be huge, and your cannons won't fire.

READY FOR COMBAT



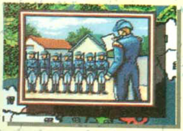
As your territory grows, you will need to recruit armies to defend the land. When you find new generals, send them on furlough to raise their loyalty, then recruit them with a small bonus. When you draft new troops into your army, they come unarmed and untrained, so be sure to prepare them before sending them into battle.

Drilling your troops will help them fight better.



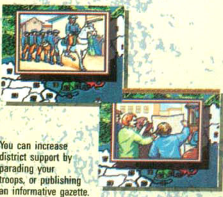
Look for neutral commanders to recruit to your cause.

MORAL SUPPORT



When the troops get tired, send them on furlough for some rest. They will return much happier!

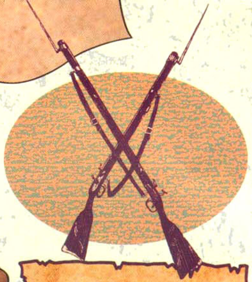
A war is not won by force alone. It is your job to maintain support from the country, as well. Keeping the citizens happy will increase the funds and supplies that you receive every few months. It is also important to keep your troops and commanders happy, or they will desert. Send platoons on furlough when their moral and loyalty get low.



You can increase district support by parading your troops, or publishing an informative gazette.

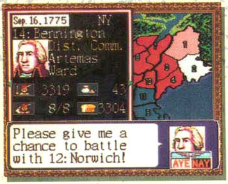
THE BATTLE RAGES ON

As the sun rises over the hills, the armies of two generals march towards battle. Muskets and bayonets ready, the lines charge at each other. As the roar of cannon fire subsides and the smoke clears, the best general will have won the day.



A CALL TO ARMS

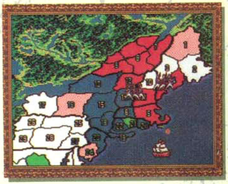
Whether you are trying to win back the colonies for the King, or break free from a tyrant's evil grip, you will need to go into battle. Try to attack neighboring districts when they are weak, this way your armies won't be damaged beyond repair. Use the Spy Command to locate weak spots in your enemy's front.



Sep. 16, 1775 NY
14: Bennington
Dist. Comm.
Artemas Ward
3319 43
8/8 3304

Please give me a chance to battle with 12: Norwich!

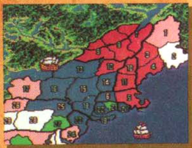
When your commanders notice a weak neighbor, they may ask for the chance to fight.



Don't forget that enemy colonies can still ask for help from their neighbors.

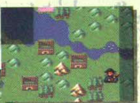
USE YOUR FLEET

Once you have built up a powerful fleet, you can use it to help your ground war. If you have enough ships, you can privateer enemy supply ships and deliver troops across the sea. Fleets cost 50 dollars a ship.

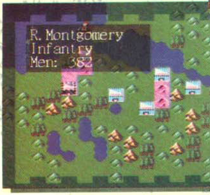


POSITION

At the beginning of a battle, you must position your troops wisely. Look for the shortest path to the enemy, or look for areas that you can set up a surprise ambush.

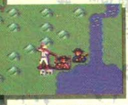


Look for crossing points in the water for your troops.



R. Montgomery
Infantry
Men: 382

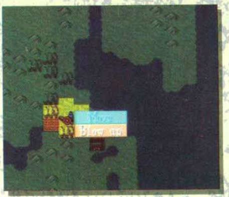
Before the battle begins, you must choose your position carefully.



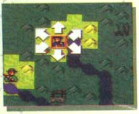
Surround enemy forts before you start the attack.

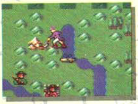
OPTIONS

Fighting is not the only option you have during a battle. Dig entrenchments with Infantry units before a battle, or cross rivers by building bridges with your Artillery.



Artillery units can build and destroy bridges, as well as fire long distances.

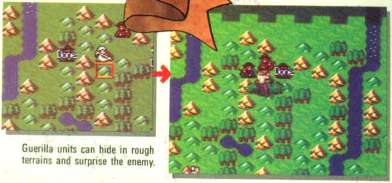




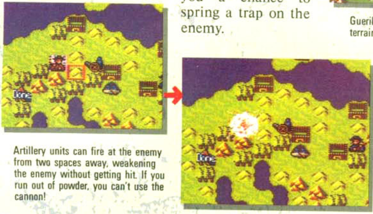
Troops can entrench their positions, reducing the effect of the enemy's attacks.

TERRAIN ADVANTAGE

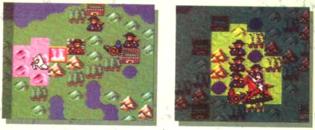
It is important to have your troops well trained and armed before you head into battle, and you can increase your chance of winning by using the terrain. If you can, try to fight from hilltops or forests, so your enemy can't get a clear shot. Hiding your Guerilla and Cavalry units in the forest will give you a chance to spring a trap on the enemy.



Guerilla units can hide in rough terrains and surprise the enemy.



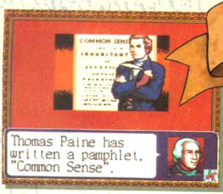
Artillery units can fire at the enemy from two spaces away, weakening the enemy without getting hit. If you run out of powder, you can't use the cannon!



Cavalry units can travel through forests, remaining hidden from prying eyes. When they charge an enemy, they inflict heavy damage!

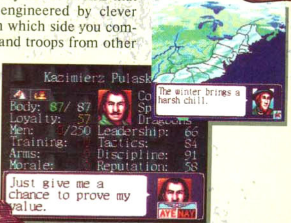
DOES HISTORY REPEAT?

Now that you are in command of the troops, will history repeat itself? Even though a general can't change the weather, many of the events that shaped the war were engineered by clever statesmanship. Depending on which side you command, you can gain support and troops from other nations, just by winning crucial battles in the war.


COMMON SENSE

Thomas Paine has written a pamphlet, "Common Sense".

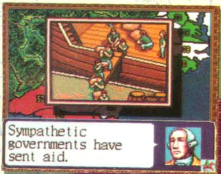
Historic events can help or hurt your war effort. Some events won't happen unless certain conditions are met.


Kazimierz Pulask
Body: 87/ 87
Loyalty: 57
Men: /250
Training:
Arms:
Morale:
Co
Sp
Dragoons
Leadership: 66
Tactics: 84
Discipline: 91
Reputation: 58
AYE
NAY

The winter brings a harsh chill.

Just give me a chance to prove my value.

Natural disasters and foreign aid can change the outcome of the war, so be ready for anything.



Sympathetic governments have sent aid.

Because Great Britain is a strong power, many other nations help support the Colonists' cause, hoping to weaken the British trade routes.

AMERICAN COLONIES

Choosing which side of the war you want to command can be difficult, so be sure to weigh all of your options. While the American Colonies won the war in the history books, you'll find that it wasn't easy for them to beat the British. The American commanders are strong in leadership and tactical ability, but lack the funds necessary to keep their armies strong. It will take a strong military mind to lead these men to victory without losing the support of the nation. Use your power carefully.

George Washington

Commander-in-Chief
VA Line

Leadership:	97	Tactics:	58
Discipline:	98	Reputation:	80

John Thomas

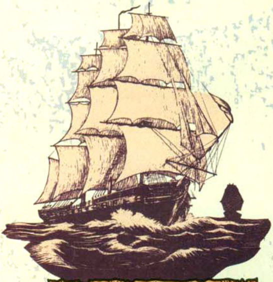
General
NY Line

Leadership:	94	Tactics:	74
Discipline:	87	Reputation:	80

Ethan Allen

Colonel
NH Rangers

Leadership:	95	Tactics:	69
Discipline:	51	Reputation:	75



Nathanael Green

General
RI Line

Leadership:	91	Tactics:	100
Discipline:	90	Reputation:	66

Richard Montgomery

General
NY Line

Leadership:	100	Tactics:	87
Discipline:	98	Reputation:	80

Artemas Ward

General
MA Line

Leadership:	92	Tactics:	64
Discipline:	95	Reputation:	80

Return Meigs

Major
NY Line

Leadership:	73	Tactics:	99
Discipline:	86	Reputation:	80

William Thompson

General
PA Line

Leadership:	81	Tactics:	94
Discipline:	100	Reputation:	80

Horatio Gates

General
VA Line

Leadership:	95	Tactics:	90
Discipline:	91	Reputation:	76

Benedict Arnold

Colonel
CT Line

Leadership:	75	Tactics:	81
Discipline:	40	Reputation:	60

GREAT BRITAIN

The armies of Great Britain have all the funding of the Empire but lack true military skill. Many of the British commanders bought their commissions rather than earning them, so they lack leadership and tactical ability.

Thomas Cage

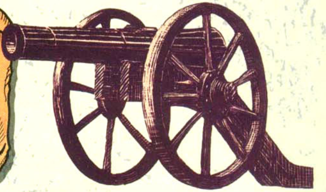
Commander-in-Chief
Royal Line

Leadership:	45	Tactics:	25
Discipline:	30	Reputation:	30

Henry Clinton

General
Royal Line

Leadership:	90	Tactics:	99
Discipline:	93	Reputation:	40



Guy Carleton

General
Royal Line

Leadership:	94	Tactics:	95
Discipline:	98	Reputation:	72

John Butler

Colonel
NY Rangers

Leadership:	78	Tactics:	64
Discipline:	56	Reputation:	68

Robert Pigot

General
Royal Line

Leadership:	65	Tactics:	78
Discipline:	84	Reputation:	80

Charles Cornwallis

General
Royal Line

Leadership:	88	Tactics:	80
Discipline:	91	Reputation:	79

James Fiztwalter

Colonel
Royal Line

Leadership:	55	Tactics:	30
Discipline:	45	Reputation:	35

Walter Butler

Captain
NY Rangers

Leadership:	67	Tactics:	56
Discipline:	10	Reputation:	70

Charles Asgill

Captain
Royal Line

Leadership:	35	Tactics:	56
Discipline:	67	Reputation:	46

Donald McLeod

Colonel
NC Line

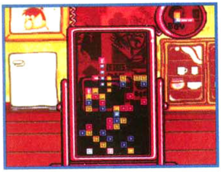
Leadership:	80	Tactics:	74
Discipline:	54	Reputation:	63

MULTI-MODE PLAY

Tetris 2 for the Super NES offers three tantalizing types of play—Single-Player Mode, Versus Mode and Puzzle Mode. That's one more way to play than in the NES version, and that means there's one more way to turn, twist and twirl those shifting, stackable shapes. Line up three or more of the colorful blocks and they'll magically disappear. Try taking each Mode for a test spin, and you'll soon have a favorite, or perhaps even three favorites!

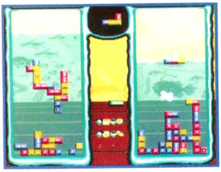
SINGLE PLAYER

Those of you who have been playing Tetris since the beginning will see that the Single-Player Mode is the same type of familiar one-on-one challenge between you and the blocks that you've enjoyed for years.



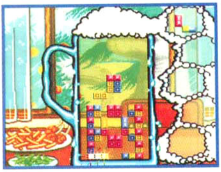
TWO PLAYER

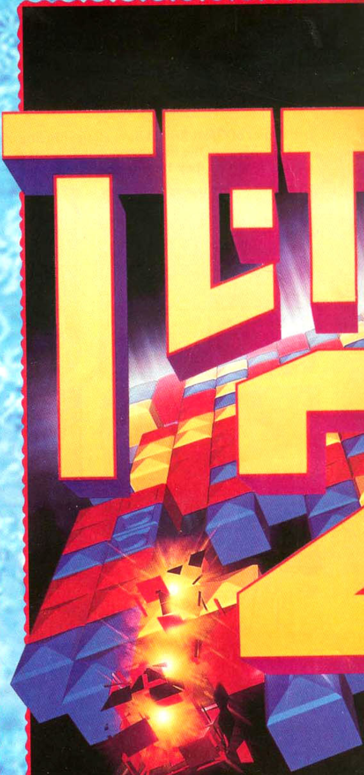
Try taking on a friend, or challenge the computer in the Two-Player Mode to add an extra edge. Not only are you racing to clear the level, you're attempting to thwart your opponent's efforts as well!



PUZZLE MODE

The Puzzle Mode proves to be a fascinating and fabulously frustrating new feature. The object is to clear each level with a certain number of pieces. Sometimes you're only allowed one piece!



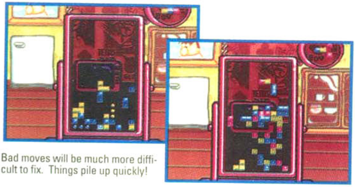


It first grabbed your interest on the NES. The madness then spread to the Game Boy. Now the be-all end-all prize of puzzle games goes to Tetris 2 for the Super NES! It has wacky graphics and all your favorite little colored blocks building up to bury you. Tetris is back and better than ever!

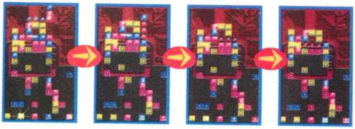
Tetris 2 offers you countless modes to choose from. Go solo or face off against a friend.

SOLO STACKING

The brain-twisting test of Tetris 2 is a tough one in that you are positioning pieces by color as well as by shape—it blends the best of the original Tetris and Dr. Mario. You'll have to be much quicker in deciding where to place a piece, though, as the object of Tetris 2 is much more complex and mistakes are not nearly as easy to overlook. That's why it's twice the fun!



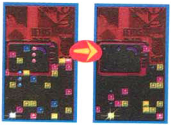
Bad moves will be much more difficult to fix. Things pile up quickly!



A well-placed block, or perhaps a lucky one, will begin a chain reaction of exploding blocks. You never know when one piece will cause others to fall in your favor.

FLASHING BLOCKS

It's good to get on a roll as you practice placing pieces, but keep in mind that the ultimate goal in both the Normal and Puzzle Modes is to destroy the Flashing Blocks, usually buried near the bottom.



Once a Flashing Block is destroyed, all the remaining blocks of that color disappear as well.

Once the Flashing Blocks are gone, your duty is done–until the next level!

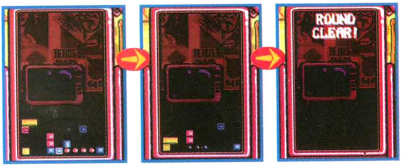
© 1987 Elorg © 1989 Bullet-Proof Software © 1989, 1993, 1994 Nintendo

PRO PLAYS

You'll probably start to develop your own little tricks after many hours of play and dozens of daydreams about little colored blocks, but here are a few of ours to help you along.

FLASHING BLOCKS FIRST

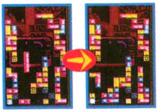
Whether you're advancing Levels in Single Player Mode or outsmarting your opponent in Two-Player Mode, the best plan is to eliminate the Flashing Blocks first and finish the round. Doesn't the saying go, "He who finishes first, laughs last?"



At this point, the round can be cleared with one piece. The Blue Block falls as soon as the Red Blocks explode, thereby taking out the Blue Flashing Block. Bravo!

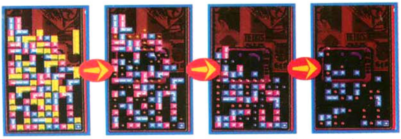
BETTER BAIL OUT!

This is an unfortunate spot to be in. As soon as you find yourself in a heap of trouble, it's time to cut a fast path to the bottom as soon as possible! Getting to the buried Flashing Blocks is your only chance at making it through.



SUPER TETRIS

A Super Tetris is a super lucky and super helpful move to master! Once you connect six blocks of the same color in a row, all the blocks of that color will explode. Creating a chain reaction is especially exciting when you have a full screen of blocks.



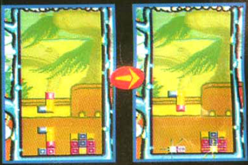
A screen full of blocks and a seldom seen single-color strip sets the stage for an exciting chain reaction that leaves only one Blue Block.

PUZZLE

Crazy is exactly what the Puzzle Mode will make you, but you'll love every second of it! The pieces in the Root Beer Foam on the right are the only pieces with which you get to solve the Level. Often, it's just one piece! Plan the placement perfectly to start the correct chain reaction. Press the Right and Left buttons simultaneously to pause and peek.

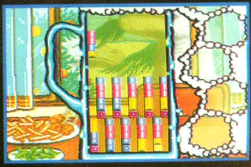
7

Stack the pieces like so. The row of Yellow goes, then the Blues, the Pinks and then the Yellows.



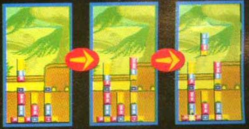
10

Level 10 looks trickier than it really is. One piece to the left brings the whole thing down.

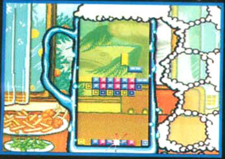


12

Patience is the key to completing Level 12. The first two pieces shouldn't destroy blocks. It is the third that will zap the Yellows and cause the chain reaction.

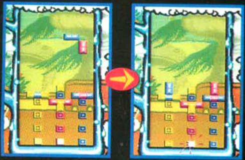


CRAZY



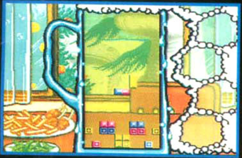
15

Once the Red part has landed, the piece will split. Maneuver the Blue to the left quickly.



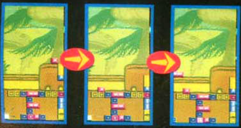
18

As you advance in Levels, you'll have to deal with splitting pieces more and more.

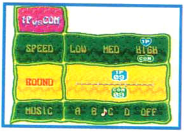


40

Place the first piece, blue side down, on the far right. As soon as it settles, quickly press Left on the Control Pad to get the single Red to the left before it stops.



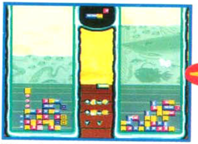
BATTLE



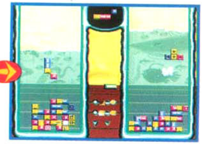
Whether you are a logic novice or a puzzle pro, each player is able to go at precisely the right pace by choosing the Level and Speed at which to start. Handicaps can help even the playing field. You can also pick different Tetris tunes.

BOMBS AWAY!

You can send things crashing down on your opponent every time you get a chain reaction. Look for these opportunities to bury your foe. Beware, though, that mastered misfortune can work both ways!



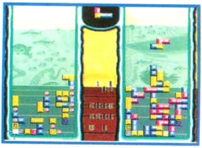
Wow, a deadly double chain reaction!



Ha ha! What can be done with that?

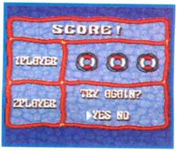
SUPER TETRIS TRICK

Playing a two-player game is a perfect opportunity to do some serious block blasting for yourself and some devastating block dumping on your opponent! Plan your attack carefully, and when the time is just right, lay down a Super Tetris that will knock socks off the competition. As you can see, all your Reds are cleared away, as well.

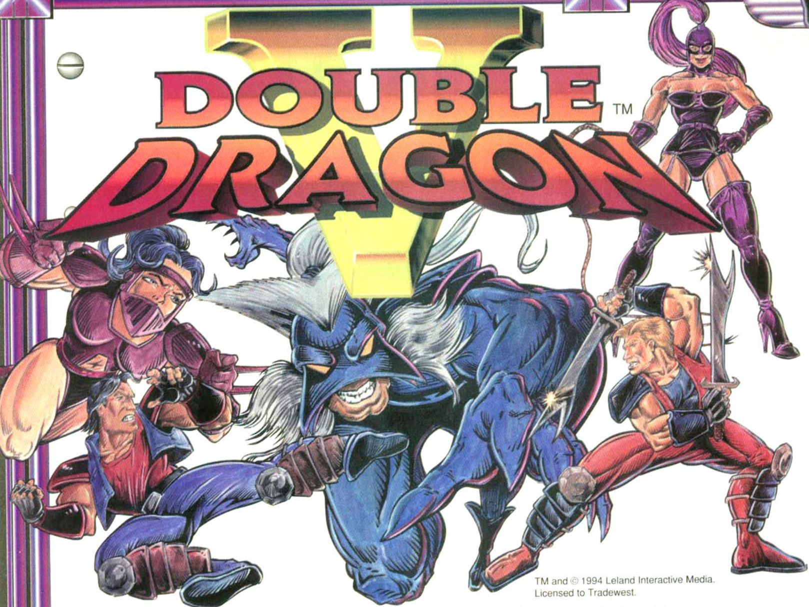


A TETRIS TRIUMPH

Thee who wins three matches and collects three Life Rings will become the top Tetris 2 guru. Keep trying to beat better opponents and tougher Levels to really hone your game-playing and logic skills. Who knows what lies beyond in the wonderful world of Tetris temptation...?



DOUBLE DRAGON V™



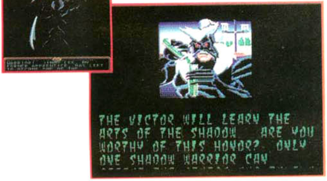
TM and © 1994 Leland Interactive Media.
Licensed to Tradewest.

THE SHADOW FALLS

Darkness and fear have fallen across Metro City once again now that the dastardly Shadow Boss is back to his old tricks. Take on the Shadow Boss's troops as one of the Lee Brothers, or challenge a friend as your favorite character from the Double Dragon TV show. Either way, this tournament-style fighting game by Tradewest will keep the punches flying!

JIMMY'S BACK

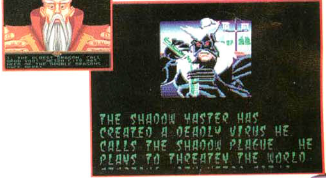
Despite their differences, the siblings' skirmishes seem settled for now. Jimmy Lee has denounced the dishonorable dark side to join brother Billy in the Double Dragon duo!



THE VICTOR WILL LEARN THE
ARTS OF THE SHADOW ARE YOU
WORTHY OF THIS HONOR? ONLY
ONE SHADOW WARRIOR CAN

THE ELDER CALLS

Jimmy and Billy's reunion has come none too soon! The Oldest Dragon has gotten wind of Shadow Master's plot to produce a virulent virus—the Shadow Plague. They must stop it!



THE SHADOW MASTER HAS
CREATED A DEADLY VIRUS HE
CALLS THE SHADOW PLAGUE HE
PLANS TO THREATEN THE WORLD

DOUBLE DRAGON'S PAST

In the past, the Double Dragon series has proven to be some the most popular fighting games around. Double Dragon has picked up new fans from the cartoon television show, but veteran game players have been helping the Lee Brothers beat the Shadow Boss for years. Check out all of the action in these classic fighting thrillers!

DOUBLE DRAGON (NES)

The Lee Brothers began their battling with Tradewest's big release of 1988. Billy Lee originally set out alone in his battle against the Shadow Boss, punching and kicking through multiple levels in order to save his dear Marian. Double Dragon was one of the first fighting games for the NES, and appeared in the very first issue of Nintendo Power in July 1988!

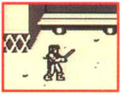
DOUBLE DRAGON II (NES)

Just when Billy thought that Marian was safe, the Shadow Warriors gunned her down. Billy enlisted the help of his brother Jimmy on his quest for vengeance. Two-player action helped make this the hottest game around when it was released in January 1990. This game was first featured in Volume 10.

BATTLETOADS AND DOUBLE DRAGON

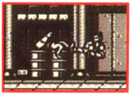
In last year's spin-off feature, Billy and Jimmy Lee teamed up with Tradewest's other set of fierce fighters, the Battletoads. You can play this game on all three systems, so there isn't any excuse for fighting game fans to miss this game!

DOUBLE DRAGON (GAME BOY)



In August 1990, the fighting action moved to Game Boy. Although the game followed the basic story line of the original game, the fact that it was portable made it well worth playing again! Nintendo Power covered this Game Boy classic in Volume 14.

DOUBLE DRAGON 3: THE ARCADE GAME (GAME BOY)

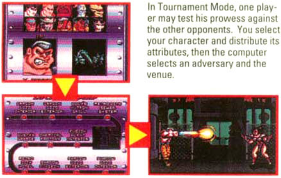


Two players can link up their Game Boys and take on the bad guys together with this powerful Pak! The Shadow Boss took a break when this game was released in 1992, but there were still many enemies left for the Lees to beat. Catch every punch in the review featured in Volume 41.

THREE MODES OF PLAY

Now that you're caught up on all the past action, it's time to get down to the business at hand and test out the three thrill play modes you can choose in Double Dragon V. Try going solo against the cunning computer or take the two-player route and make mince meat out of a friend. Best of luck, bro!

TOURNAMENT



In Tournament Mode, one player may test his prowess against the other opponents. You select your character and distribute its attributes, then the computer selects an adversary and the venue.

VS BATTLE

Choose Vs. Battle Mode when a second player wants to get in on the action. The contestants choose the characters, attributes and the location of the event. If one person is playing Tournament or Quest Mode, a second player may join any time and it becomes Battle Mode.

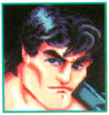
QUEST MODE

BONES WAITS FOR YOU ATOP THE
METRO CITY HOTEL... IF YOU'RE

Quest Mode is a one-player mode in which the contender chooses to play as either a Lee brother or as one of the remaining villains. One must win two out of three rounds to go on to the next adversary and fight location. Tie rounds go to the computer!

BILLY LEE

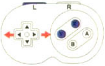
A country boy at heart, Billy Lee may sometimes prefer line dancing to thug-thwomping, but with special moves like the Dragon Shock and the Dragon Spin, this Art of the Dragon dude isn't likely to stay out of the action for long.



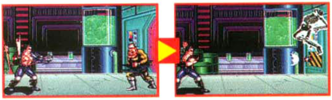
Choose from ten tough teammates—go for good guys or the bad!

Find out the facts about each ferocious fighter by digging up discoveries in their Dossiers. Once you find Mr. or Ms. Right, fight!

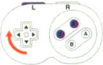
DRAGON SHOCK



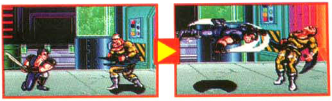
Press Left, Right and Y on the Control Pad to perform the delightfully dangerous Dragon Shock move. Your opponent will be literally shocked out of his bones!



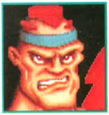
DRAGON SPIN



Press Down, then rotate Left and press Y on the Control Pad to send Billy Lee whirling into a deadly Dragon Spin. Defense against this dizzying display may be futile.



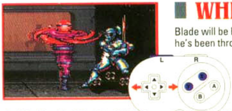
◆



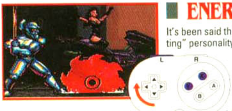
SICKLE

Sickle dares anyone to wipe the scary sneer off his menacing mug! He not only has looks that kill, but the Whirly Spin and the Energy Blade as well.

WHIRLY SPIN



Blade will be hung out to dry once he's been through Sickle's Whirly Spin cycle—just press Left, Right and Y on the Control Pad.

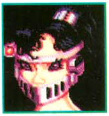


ENERGY BLADE

It's been said that Sickle has a "cutting" personality—isn't that the truth! Press Down, Left and Y to start the Energy Blade slicing.

◆

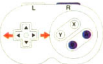
SEKKA



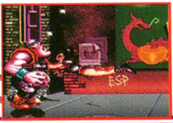
Sekka became a brave and brawny battler with the help of bionics.

Sekka started out as a strange but sensitive girl. Years of ostracism by her schoolmates made her skin so thick it turned to armor! With some martial arts training, Sekka transformed into the warrior she is today.

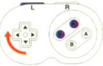
HORIZONTAL SPIKE



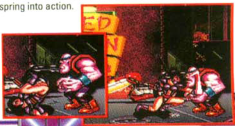
Press Left, Right and B and Sekka can suddenly shoot herself as straight as an arrow with the Horizontal Spike.



CRAWL ROLL ATTACK



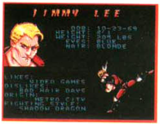
Heads will roll with the surprising somersaults of the Crawl Roll Attack. Press Down and Left on the Control Pad then Y to spring into action.



You may choose to fight with the fair-haired half of the Lee brothers.

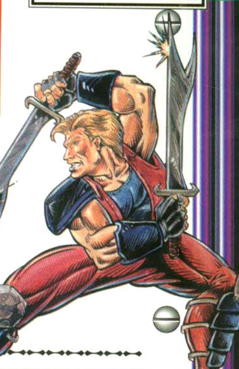
JIMMY LEE

Those who have played the previous Double Dragon dramas know that Jimmy and Billy have had their fair share of sibling rivalry. Although Jimmy's haughtiness often hinders the pair, he has the helpful Dragon Fire and Dragon Spin to offer.

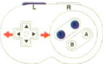


JIMMY LEE
DOB: 10-23-69
HEIGHT: [illegible]
WEIGHT: [illegible] LBS
EYES: BLUE
HAIR: BLONDE
LIKES: VIDEO GAMES
DISLIKES: BAD HAIR DAYS
ORIGIN: METRO CITY
FIGHTING STYLE: SHADOW DRAGON

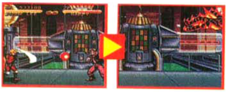
As the stats show, these tough twins are far from identical.



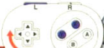
DRAGON FIRE



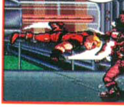
Press Left, Right and Y to toast the competition with a blast of Jimmy's fatal Dragon Fire.



DRAGON SPIN



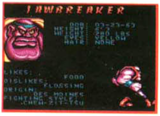
Jimmy's dreaded Dragon Spin is similar to Sekka's Spike, and is just as effective! On the Control Pad, press Down, then rotate Left and press Y to plow into your opponent.



◆

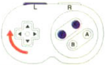
JAWBREAKER

Jawbreaker is one gigantic jock with the mightiest of mandibles, and he's going to eat his enemies for lunch! Check out some of the grody goodies he has in store for you.

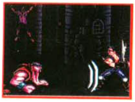


JAWBREAKER
DOB: [illegible]
HEIGHT: [illegible]
WEIGHT: 280 LBS
EYES: YELLOW
HAIR: NONE
LIKES: FOOD
DISLIKES: FLOSSING
ORIGIN: DES MOINES
FIGHTING STYLE: CHEW-ZIT-YOU

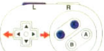
SONIC YELL



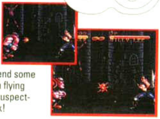
Jawbreaker will bowl even the sturdiest of enemies over with his stentorian Sonic Yell. Press Down, Left and Y on the Control Pad and let loose a shout louder than thunder.



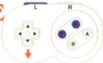
KILLER HOERK



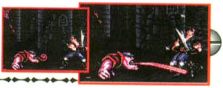
Hawk a horrendous hair ball with the coveted Killer Hoerk move. Press Left, Right and Y to send some fabulous phlegm flying toward your unsuspecting enemy. Yuck!



TONGUE WHIP



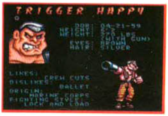
Press Down and Left to roll out the red carpet for your opponent. That's a tongue lashing he'll never forget!



◆

TRIGGER HAPPY

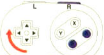
Trigger "Happy" is a misleading name for such an unsavory character, but he perks up when masterminding the Missile Shot or preparing to incinerate the opposition with the Flame Thrower.

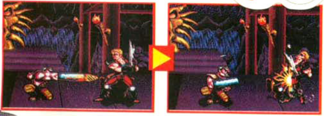


TRIGGER HAPPY
DOB: 04-21-59
HEIGHT: [illegible]
WEIGHT: [illegible] LBS (WITH GUN)
EYES: BROWN
HAIR: SILVER
LIKES: CREW CUTS
DISLIKES: BALLET
ORIGIN: MARINE CORPS
FIGHTING STYLE: LOCK AND LOAD

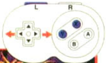
MISSILE SHOT

Down, Left and B delivers a devastating deterrent to any conceivable counterattacks.

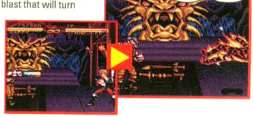




FLAME THROWER

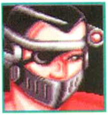


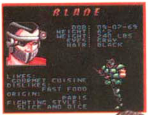
Reach out and "toast" someone with a flash of Trigger Happy's hefty Flame Thrower. Press Left and Right on the Control Pad, and Y for a burning blast that will turn your enemy into a puddle of molten muscle.



BLADE

Blade is one bad-blooded bone-crusher. An old war injury has left him heartless, literally, so don't expect any compassion from this cookie.



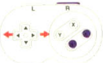


BLADE

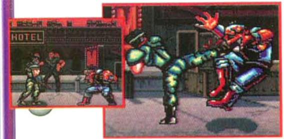
DOB: 05-07-69
HEIGHT: [illegible]
WEIGHT: 240 LBS
EYES: GRAY
HAIR: BLACK

LIKES: GOURMET CUISINE
DISLIKES: FAST FOOD
ORIGIN: PARIS
FIGHTING STYLE: SLICE AND DICE

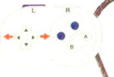
SPIN KICK



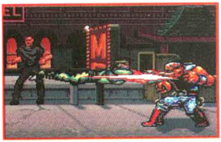
Use your free-flowing momentum to perform a perfect Spin Kick. Left and Right on the Control Pad then B should do the trick.



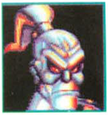
TORPEDO



Press Left, Right and Y and the Torpedo attack shoots you straight into your opponent with your sharp and shiny spikes ready to do heavy damage.

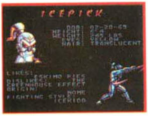


◆



ICEPICK

Icepick is one cool customer when it comes to crushing the competition with his slick special moves.



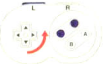
ICEPICK

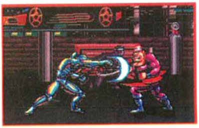
DOB: 02-20-69
HEIGHT: [illegible]
WEIGHT: [illegible] LBS
EYES: YELLOW
HAIR: TRANSLUCENT

LIKES: ESKIMO PIES
DISLIKES: THE GREENHOUSE EFFECT
ORIGIN: NOME
FIGHTING STYLE: ICEKIDO

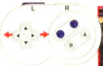
PICK TOSS

Press Down, Right and Y to pick off your opponent with a precise pitch of the Pick Toss.

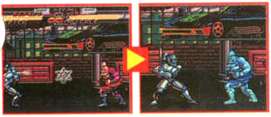




ICE BALL



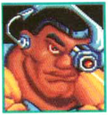
Send a flurry of frosty flakes flying with a blast of Icepick's famous Ice Ball. Just press Left, Right and Y to give the other guy the cold shoulder.

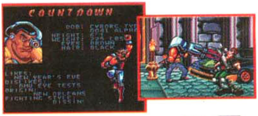


◆

COUNTDOWN

Countdown was once a second-hand Cyborg scrap pile that was rebuilt into a lean, mean crunching machine. Check out his awesome arsenal of skull-splitting moves.



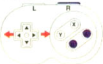


COUNTDOWN

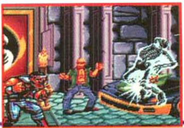
DOB: CYBORG TYP
0041 ALPH
HEIGHT: [illegible]
WEIGHT: [illegible] LBS
EYES: BROWN
HAIR: BLACK

LIKES: NEW YEAR'S EVE
DISLIKES: AND EYE TESTS
ORIGIN: NEW ORLEANS
FIGHTING STYLE: DISSIN'

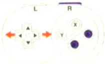
LASER SHOT



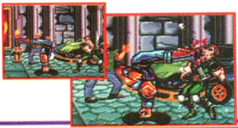
The recipient of Count Down's Laser Shot had better count his blessings, as this blast is bad to the bone! Press Left, Right and Y to test the theory.



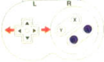
SPIN KICK



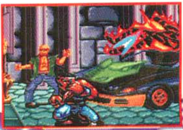
Press Left, Right and B to swiftly send a side-swiping Spin Kick. This move is crucial when attempting to avoid an oncoming attack.

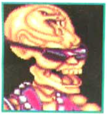


MISSLE SHOT



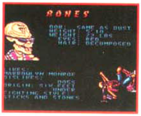
It's hard to miss with a master blaster move like the Missile Shot. Press Down, rotate Left and press Y to pulverize the enemy.



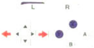


BONES

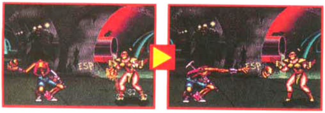
Sticks and stones can't break this ghoulish guy's bones. He may be as old as water, but Bones still has a few good tricks up his...sleeve?



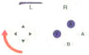
HEAD THROW



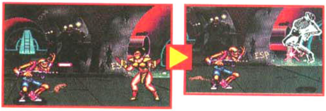
Hold on to your heads as well as your hats, because Bones will borrow anything he can get his hands on for his deadly Head Throw. Press Left, Right and Y to catapult the old cranium across the screen.



LASER GLARE

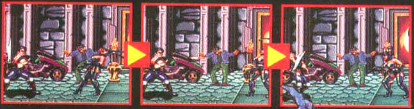


Jeepers creepers, Bones really ought to keep his peepers on! One raise of the spectacles sends a blast of blinding beams. Press Down, rotate to the Left then press Y to get an eyeful. Don't look too long, though!

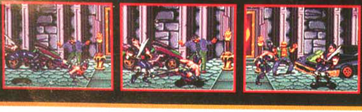


DOMINIQUE

Dominique, Shadow Master's right hand woman, is a devastating dominator on the street and a beautiful body-building babe to boot. You'd better not say that to her face, though, or she'll show you a thing or two!

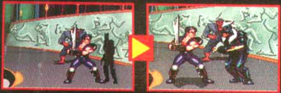


Getting past Dominique on the way to the dark one Himself is no easy task! Keep clear of her cutting claws.

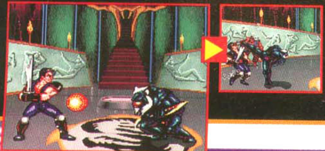


SHADOW

Simply put, Shadow Master is evil incarnate—the product of your own worst nightmares and not someone you'd want to meet in any alley, any time. If you're tough enough to make it to the Master, you've have accomplished a most difficult feat!



What techniques work best against the Shadow Master? This will most likely be determined by trial and error. Hopefully, you'll last long enough!



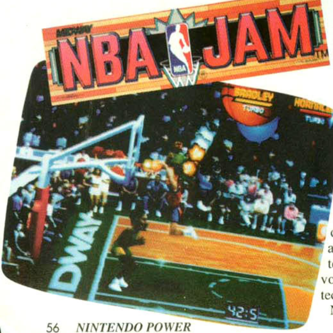
You accepted the Elder Dragon's challenge, and now the entire balance of good versus evil rests on your shoulders—we're all counting on you!

WHAT MAKES Williams® WORK SO WELL?

The names Williams, Midway and Bally/Midway have long been synonymous with great arcade games. Now that Williams is teaming up with Nintendo, they're poised to make a mark in the home market.

What do NBA Jam, Mortal Kombat, Mortal Kombat II, Smash TV, Total Carnage, N.A.R.C., T2: Judgment Day, and many other popular arcade games have in common? A Chicago-based company by the name of Williams. If you play arcade games, chances are you've enjoyed pumping quarters into many Williams products. However, you may not have seen the "Williams" name on the machine. Williams (WMS Industries) often markets their arcade products under the names "Midway" and "Bally/Midway."

Looking to the future, Williams has obtained a long-term, worldwide license to produce arcade games utilizing Nintendo's new 64-bit technology.



In an enthusiastic endorsement of the new Williams/Nintendo relationship, Howard Lincoln, Chairman of Nintendo of America, has stated that "WMS has the creative talent and technical expertise to develop and market mega-hit arcade games using Nintendo's new 64-bit technology." You should expect the first Williams arcade game utilizing Nintendo's new 64-bit technology to reach arcades sometime in 1995.

Williams and Nintendo are teaming up to introduce software titles utilizing Nintendo's 64-bit technology.

MORTAL KOMBAT II
00 WINS
CAGE

In other big news, Williams' arcade games that utilize this state-of-the-art technology will be available to the home market ***exclusively*** on the **Nintendo Ultra 64™** home video game system and other Nintendo systems. These games will be marketed by "Williams/Nintendo Inc.," a new joint venture company owned equally by WMS Industries and Nintendo.

"Williams evaluated all the new 32-bit and 64-bit video game technology now under development in the U.S. and Japan and chose Nintendo's new 64-bit technology. That's a tremendous vote of confidence in Nintendo's technology," said Lincoln.

Nintendo Ultra 64 will push the envelope of technology in video game system hardware to new extremes. The 64-bit cartridge-based home system will be available in the second half of 1995 at a suggested retail price of less than $250.

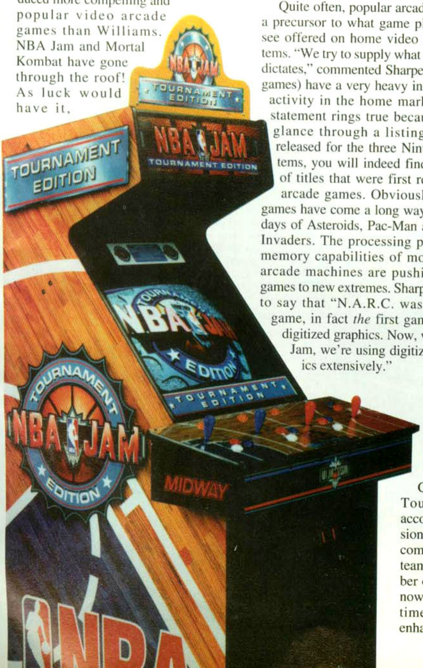
DO YOU HAVE A KILLER INSTINCT?

Killer Instinct, a futuristic fighting game, and *Cruis'n USA*, a racing game, will be the first two arcade games from Nintendo that will become home games when the Nintendo Ultra 64 home system is introduced in the fall of 1995. In their arcades forms, these two games will be distributed by Williams under the Midway brand name. While the general themes of these games aren't anything new, the graphics and sound should prove to be nothing short of fantastic! Besides living up to the excellent standards of game play that all Nintendo games have, the technology used to bring these games straight from the arcades into your home will be a big highlight. Killer Instinct has been created under an exclusive development agreement between Nintendo and U.K.-based software developer, Rare Ltd. You're probably already familiar with some of the work that Rare has done. They are the company responsible for giving us the Battletoads games for all three existing Nintendo game systems as well as other hits like Solar Jetman, R.C. Pro-Am, Wizards & Warriors and Pinbot.

ETERNAL JAMNATION!!!

In recent years, no company has produced more compelling and popular video arcade games than Williams. NBA Jam and Mortal Kombat have gone through the roof! As luck would have it, these games have made their way to the Super NES platform. And we're waiting for MK II.

Nintendo Power spoke with Roger Sharpe, Director of Marketing Support Services for WMS Industries. He commented, "We try to provide you with a new universe. Our video games immerse you in the experience." That's exactly what happens when playing NBA Jam. Even though one might want to call it a sports game, it goes beyond that. Some of the moves that players can make are super-human. Sharpe also relayed the fact that some of the actual players who are featured in the game have made comments like "It would be great if I really could shoot three-pointers like that!" or "I wish I could do the end-over-end spinning slam like I can in the game."



GOING HOME: ARCADE STYLE

Quite often, popular arcade titles are a precursor to what game players will see offered on home video game systems. "We try to supply what the market dictates," commented Sharpe. "(Arcade games) have a very heavy influence on activity in the home market." This statement rings true because if you glance through a listing of titles released for the three Nintendo systems, you will indeed find a wealth of titles that were first released as arcade games. Obviously, arcade games have come a long way since the days of Asteroids, Pac-Man and Space Invaders. The processing power and memory capabilities of modern-day arcade machines are pushing video games to new extremes. Sharpe went on to say that "N.A.R.C. was our first game, in fact *the* first game, to use digitized graphics. Now, with NBA Jam, we're using digitized graphics extensively."

HISTORICALLY SPEAKING

This is a list of some of the popular arcade titles that have been released by Williams (Bally/Midway, Midway) over the past decade.

1984
- Spy Hunter
- Star Rider
- Turkey Shoot

1985
- Spy Hunter II
- Aeroboto

1986
- Rampage
- Joust 2

1987
- Xenophobe

1988
- NARC

1989
- Arch Rivals

1990
- Pigskin
- Tri-Sports
- TROG
- Strikeforce
- Smash TV
- Hit The Ice

1991
- High Impact Football
- T2: Judgment Day
- Super High Impact Football

1992
- Mortal Kombat
- Total Carnage

1993
- NBA Jam
- Mortal Kombat II

1994
- NBA Jam Tournament Edition
- Revolution X

MORE JAMS!

Currently heating it up in the arcades is NBA Jam: Tournament Edition. Teams have been updated to account for trades that have taken place since the first version of NBA Jam was released. The new game also allows competitors to choose from three to five players on each team instead of just two, thereby bumping the total number of players up from 54 to 100. There are more secrets now (over 70!) than there were in the first (only 15). Half time substitutions are now possible and many other enhancements have been made.

THE PROCESS OF DEVELOPMENT

Williams has been at it for a long time. They've been developing games since 1942 when the name of the company was United Manufacturing. Their first game, sort of a combination of bowling and shuffleboard, was called "Shuffle Alley." The Williams Manufacturing Company came into being in 1946 and released their first pinball game, "Suspense," in the same year. Since then, there have been many games created by Williams with the sole intent of "creating entertainment for millions of people we've never met," as Roger Sharp states.

One of the basic premises behind making great video games is that they should be easy to understand but difficult to master. It's common gaming sense. There are exceptions to that rule, but it's a safe bet to lump the most popular video games into that category. Anyone who develops games should realize that in order to make a game attractive to a player, you have to make the game user-friendly enough to get them "into" it. But the hook is set by the challenge factor! If a game is too easy, players will either walk away saying things like "That game is way too easy! Don't even waste your time." If it's too difficult, many players may be scared off. Striking just the right balance is perhaps the most difficult thing to achieve.

> *Great games...should be easy to understand but difficult to master.*

LET THERE BE GAMES

Roger Sharpe holds the creative forces at Williams in the highest regard. "Their devotion shows through in the final products. They're geniuses and I truly have to believe that no matter what profession they had chosen, they would be at the top of their fields." Nintendo has also recognized the outstanding creative abilities of the Williams game gurus. The Williams inventive forces will be second-to-none when it comes to bringing you original, highly playable and enjoyable video games utilizing Nintendo's new technology.

One of the "geniuses" that Sharpe referred to is Mark Turmell, Lead Designer for some of Midway's most popular games, including Smash TV, Total Carnage, NBA Jam and NBA Jam Tournament Edition. Turmell, a self-proclaimed "huge basketball fan," took his NBA Jam development team out onto the streets and playgrounds of Chicago to look for talented basketball players to use as models for the actual superstars in the game. Turmell came across a young Michael Jordan fan by the name of Willie Morris, Jr. and brought him into a studio to shoot video for the game against a blue screen for three straight days. Most of the moves that you see in the game are digitally captured images of Morris. After the filming was completed, the images were handed over to artists to clean up and to substitute in the actual NBA

DEMOLITION MAN
SAPD
Williams
DEMOLITION MAN
DEMOLITION MAN
Bally/MIDWAY
Midway Manufacturing Company

TILT!

You can't argue with $3 billion. That's how much revenue the pinball segment of the arcade business generates. "We're seeing a resurgence in the pinball market," states Roger Sharpe. "The Addams Family is the best-selling pinball machine in the modern era." Bally/Midway has produced over 22,000 of them! The pinball market has always been active, but when arcade video games were introduced, pinball's popularity withered. The current pinball resurgence may be attributable to new technologies that are being incorporated into them to make them more like their video game counterparts. Digitally compressed sound and graphics help to juice up the play experience. Even though the premise of pinball games hasn't changed much over the years, the games continue to be popular with all ages.

Check out some of the most popular Bally/Midway pinball games:

Demolition Man
The Addams Family
***Indiana Jones* The Pinball Adventure**
***Star Trek* The Next Generation**
Fish Tales
Judge Dredd
White Water
T2: Judgment Day
World Cup Soccer
Popeye Saves The Earth
Bram Stoker's Dracula
Black Rose
Creature From The Black Lagoon

SILVER SCREEN KOMBAT

"Mortal Kombat is going to be an extraordinary film," according to Larry Kasanoff, the movie's producer. "The movie will tell you many things that you don't know about Mortal Kombat." Currently slated to be shot on location in Thailand, a release date for the film has not been established. Early estimates point to a late 1994/early 1995 release. Casting has not begun, but all characters will be featured.

New Line Cinema is being fairly quiet about the MK movie's story line. We'll have to wait until it comes out. That won't be soon enough for fans of the video game.

players' heads. After that, it was time for the programmers to apply the "digital physics" in order to give the images continuous motion. The entire NBA Jam creative process took about a year. The time and effort invested in the game has truly paid off. NBA Jam has just recently been billed as the highest-earning coin-op game in the history of the business!

In the early 80's, Williams broke the mold of "screen dependent" games such as Pac-Man and Space Invaders when they introduced the space shooter, Defender. Welcome to the world of scrolling screens! You still had your radar screen to let you know where you were and to alert you to an enemy presence, but you could go anywhere you wanted to go! Stargate, the sequel to Defender, also followed in the scrolling screen mold and the video game landscape has never been the same.

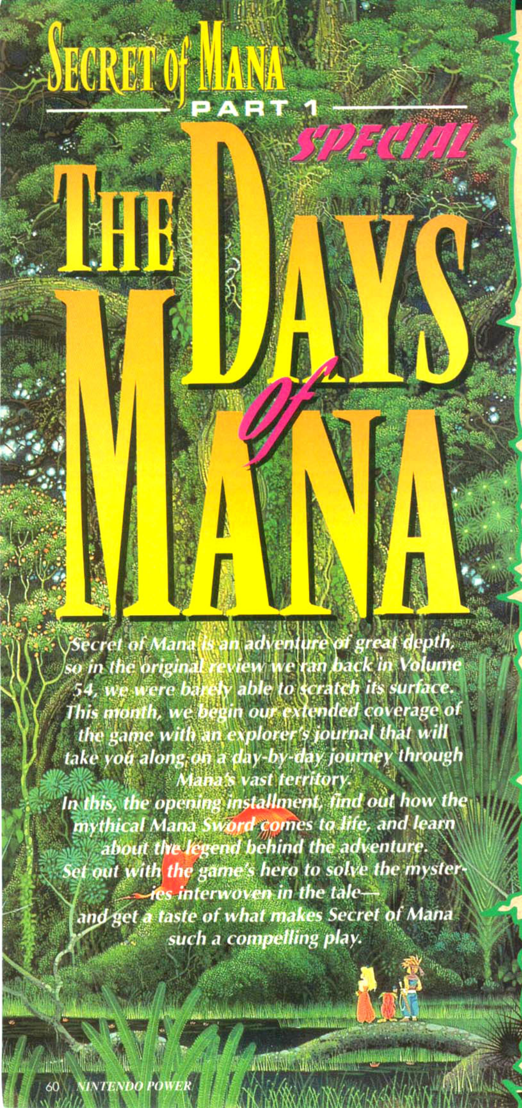
While leading-edge companies like Williams and Nintendo do extremely well as separate entities, when they team up, the industry wheels can really start spinning. It's what we're all seeing happening now. Computer technology is racing ahead in leaps and bounds. Today's PC's and home video game systems can process just as much (if not more) information as ultra-powerful (and ultra-expensive) computers could *less* than 20 years ago. The obvious trend is to produce the smallest piece of hardware that can process the greatest amount of information at the lowest possible cost to the consumer. As Nintendo has stated many times in the past, there will be no introduction of Nintendo hardware until a substantially higher level of game play can be achieved by the implementation of that hardware.

Currently, several video game manufacturers are trying to position their hardware as being "*what you need*." But when the dust settles, Nintendo will clearly be at the top of the heap. Why else would the arcade powerhouse Williams choose to support Nintendo's new 64-bit video game technology? Because they realize that it's simply the best available!

MIDWAY
REVOLUTION X
MUSIC IS THE WEAPON.
REVOLUTION X REVOLUTION
NON

REVOLUTION CALLING

Roger Sharpe dubs Revolution X "a remarkable game." It certainly looks cool! Your goal in one of Midway's newest arcade releases is to rescue the bad boys from Boston, collectively known as Aerosmith, and start a revolution to overthrow the oppressive NON organization. As is the technological trend, digitized graphics are used extensively in Revolution X! The game boasts a non-linear style of game play and detailed three-dimensional environments that will take a player to many locations around the world like South America, Japan and England. Midway is pumping the fact that all of the speech and digitized video footage of Aerosmith was recorded at their Chicago studios. Revolution X features four of Aerosmith's biggest hits and blasts them out with its trademarked DCS sound system.



SECRET of MANA

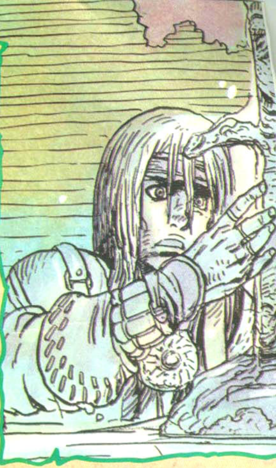
PART 1

SPECIAL

THE DAYS of MANA

Secret of Mana is an adventure of great depth, so in the original review we ran back in Volume 54, we were barely able to scratch its surface. This month, we begin our extended coverage of the game with an explorer's journal that will take you along on a day-by-day journey through Mana's vast territory.

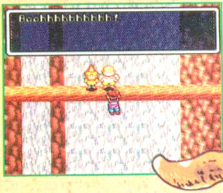
In this, the opening installment, find out how the mythical Mana Sword comes to life, and learn about the legend behind the adventure. Set out with the game's hero to solve the mysteries interwoven in the tale—and get a taste of what makes Secret of Mana such a compelling play.



DAY 1

SETTING OUT

Today I went exploring in the woods with Elliott and Timothy. We'd heard Grandmother talk about something shiny near the waterfall. We wondered what it could be.



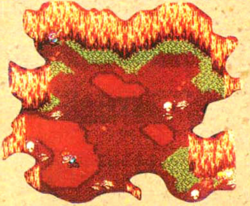
Raahhhhhhhhhh!

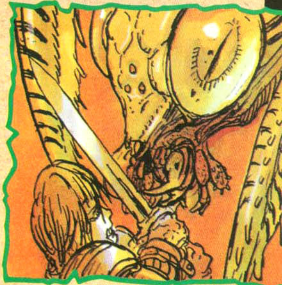
The village Elder had told us to stay away from the falls, but we were sure that the shiny object must be some kind of treasure. We didn't expect any trouble, but when we were walking across a wet log, I slipped and fell into the water! Elliott and Timothy were frightened and they ran off.

TRAVELER'S LOG

THE MANTIS ANT

I could hardly believe it! There was a sword sticking out of a big rock in the lake—and it talked to me! I pulled on it really hard and it slid right out of the stone. I knew I'd be in big trouble if I didn't get back to the village right away, so I took the sword and hacked my way through the brush to find a trail. But when I got back and the Elder saw the sword, I was in trouble anyway. He called it the Mana Sword, and said that it had been protecting the village. He claimed that by pulling it out of the stone, I released all kinds of monsters near the village. And then, all of a sudden there was a huge earthquake! A hole opened up in the ground, and Elliott and I both fell in. It turned out to be a cave—and a Mantis Ant lived in there!



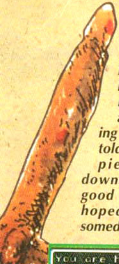


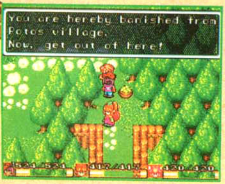
The Mantis Ant was far bigger than I was, and it had scissor-like claws. I waited for just the right moment to use my sword, and when I finally beat it, I got the Sword's Orb!

DAY 2

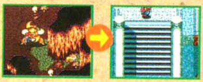
BANISHED!

Even though I beat the Mantis Ant and saved Elliott, the villagers wanted the Elder to banish me from Potos. They blamed me for all of the trouble. He was really sad—he'd been like a father to me—but he had to banish me. Before I left, he told me about my mother leaving me in his care, then he told me to take the 50 gold pieces from the chest downstairs. He wished me good luck and said that he hoped I'd find my mother someday.



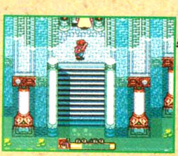


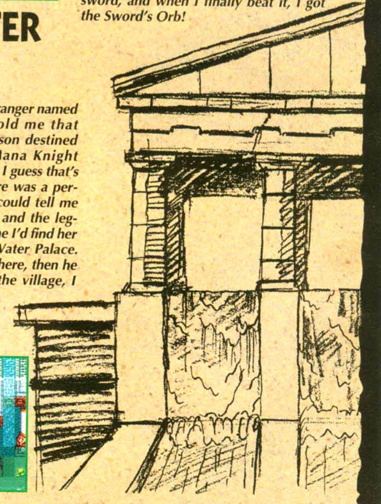
```
You are hereby banished from
Potos village.
Now, get out of here!
```

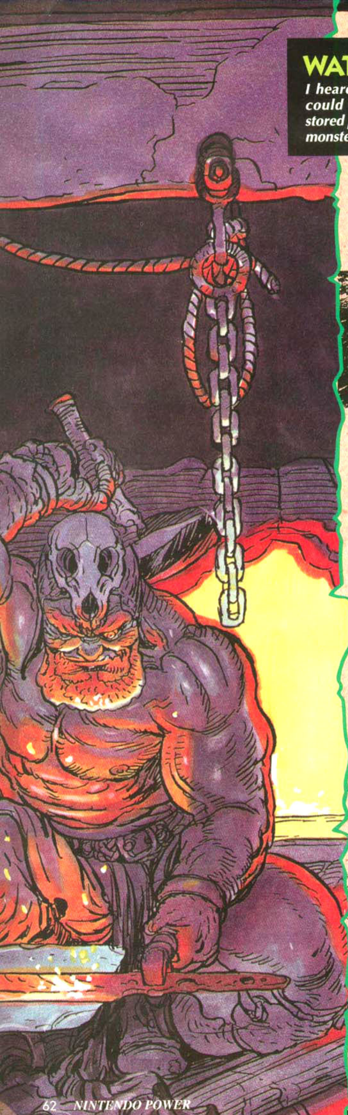


THE WATER PALACE

I talked to a stranger named Jema. He told me that only the person destined to be the Mana Knight could use the sword, so I guess that's me. Jema said that there was a person named Luka who could tell me more about the sword and the legend behind it. He told me I'd find her at a place called the Water Palace. He said he'd meet me there, then he took off. Before I left the village, I went to the store and bought a Bandanna to protect my head.

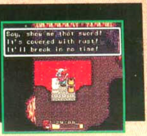






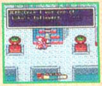
WATTS THE BLACKSMITH

I heard about a blacksmith named Watts who could forge Mana weapons and release their stored powers, but I'd have to regain Orbs held by monsters before he'd be able to do it.



Say, show me that sword!
It's covered with rust!
It'll break in no time!

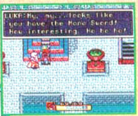
Jema told me that the Dwarves who live in Gaia's Navel know a lot about weapons. He said that one of them might know where Watts was. I think I'll see if he can reforge the Mana Sword.



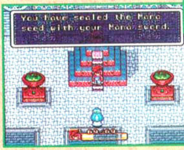
JEMA:Once I was one of Luka's followers.

DAY 3

When I met Jema at the Water Palace, he introduced me to Luka. I couldn't believe that she was 200 years old—she looked like a girl! She told us that monsters were showing up everywhere and said that the power of the sword would grow as I used it.



LUKA:My, my...looks like you have the Mana Sword! How interesting. Ho ho ho!

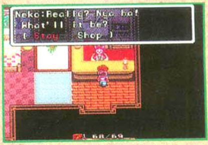


You have sealed the Mana seed with your Mana sword.

When Jema left, he went to Pandora to talk to the king about the trouble there. I set out for Gaia's Navel to find a Blacksmith.

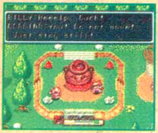
DAY 4

As I traveled south from the Water Palace, I came upon a strange house that belonged to a cat named Neko. He sold rare and expensive goods.

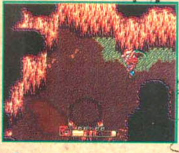


Neko:Really? Nya ha!
What'll it be?
(Stay Shop)

I should have heeded the warning sign! Goblins suddenly jumped out of the trees, grabbed me and hauled me back to their village. They were planning to make me their main course for dinner, but, luckily for me, some girl rescued me.



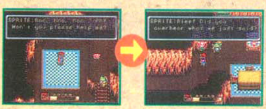
DAY 5



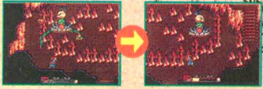
After I turned off the flow of lava by striking the skeleton switch in a small cave, I found my way through the tunnels to the Dwarf Village.

THE SIDE SHOW

I paid to watch a show on the upper level, but it was just a scam. The sad Sprite even talked me out of a cash donation, but then I overheard the announcer and the Sprite talking about how they'd fooled me. I was angry, but they gave me my money back.

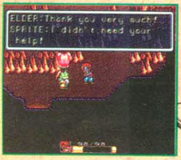


As I was exploring the village, the ground suddenly started to shake, and a monstrous plant, which I later learned was called Tropicallo, popped up out of the ground. It tried to snarl me up in its vines, and it threw exploding pumpkins at me. I kept moving and whacked it with my spear until I beat it into submission and earned the Spear's Orb.



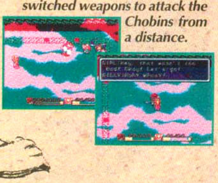
DAY 6

The Elder suggested that I take the Sprite with me north to the Haunted Forest. It was very spooky. We found the Girl who rescued me from the Goblins. She was being held prisoner, and we freed her.



ELDER:Thank you very much!
SPRITE:I didn't need your help!

I hacked through hedges with the Axe, but then I quickly switched weapons to attack the Chobins from a distance.



SWORDS

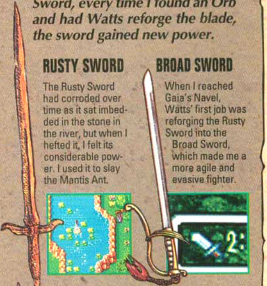
Though I set out with the Rusty Sword, every time I found an Orb and had Watts reforge the blade, the sword gained new power.

RUSTY SWORD

The Rusty Sword had corroded over time as it sat imbedded in the stone in the river, but when I hefted it, I felt its considerable power. I used it to slay the Mantis Ant.

BROAD SWORD

When I reached Gaia's Navel, Watts' first job was reforging the Rusty Sword into the Broad Sword, which made me a more agile and evasive fighter.

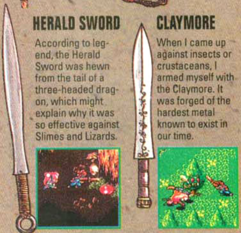


HERALD SWORD

According to legend, the Herald Sword was hewn from the tail of a three-headed dragon, which might explain why it was so effective against Slimes and Lizards.

CLAYMORE

When I came up against insects or crustaceans, I armed myself with the Claymore. It was forged of the hardest metal known to exist in our time.

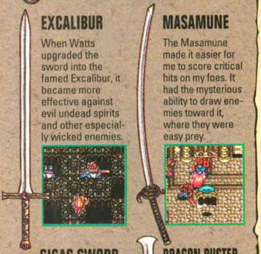


EXCALIBUR

When Watts upgraded the sword into the famed Excalibur, it became more effective against evil undead spirits and other especially wicked enemies.

MASAMUNE

The Masamune made it easier for me to score critical hits on my foes. It had the mysterious ability to draw enemies toward it, where they were easy prey.

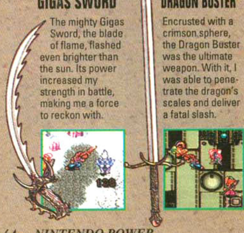


GIGAS SWORD

The mighty Gigas Sword, the blade of flame, flashed even brighter than the sun. Its power increased my strength in battle, making me a force to reckon with.

DRAGON BUSTER

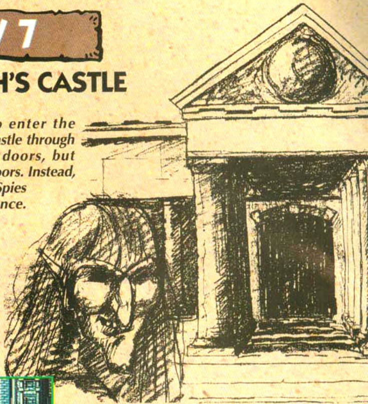
Encrusted with a crimson sphere, the Dragon Buster was the ultimate weapon. With it, I was able to penetrate the dragon's scales and deliver a fatal slash.



DAY 7

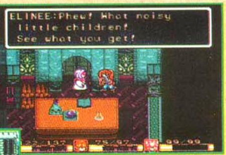
THE WITCH'S CASTLE

We tried to enter the Witch's Castle through the front doors, but they didn't lead indoors. Instead, we fought the Eye Spies to find a side entrance. There were also many Werewolves guarding the castle. They were very dangerous in packs, so we tried to take them on one-by-one, and we attacked from afar when possible.

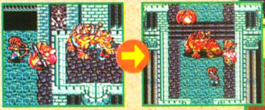


Inside there were many floor switches that opened doors and gates. Some of them, including the one near the dungeon, worked only when all three of us stood on them at one time.

When we finally found Elinee, the witch, she conjured up a spell that sent Dyluck to Thanatos, then she sicced Spiky, her tiger guardian, on us. Spiky attacked ruthlessly, rolling over us and casting fire spells that engulfed us in walls of flame.



ELINEE:Phew! What noisy little children! See what you get!

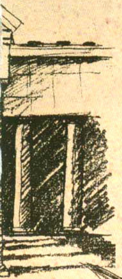


Elinee was surprised when we emerged from Spiky's pit victorious. She apologized for her evil acts and gave us a Whip.

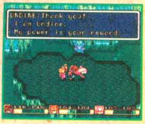
DAY 8

THE URGENT MESSAGE

When we left Elinee's Castle, Luka sent us a telepathic message, urging us to return to the Water Palace. Undine, the Water Elemental, was in trouble.

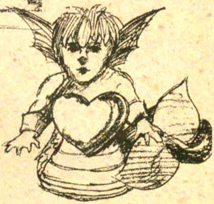


Luka was worried about Undine, who had been taken prisoner in a water cave east of the Water Palace.

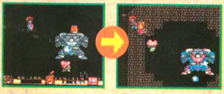


UNDINE: Thank you!
I am Undine.
My power is your reward.

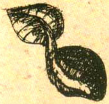
Undine gave the Girl power to cast healing spells and the Sprite the ability to cast attack spells.



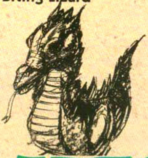
The Fire Gigas could cast powerful fire spells, and he appeared and disappeared at will.



Tonpole



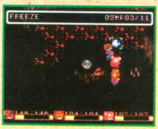
Biting Lizard



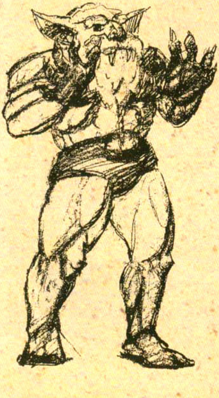
DAY 9

UNDERGROUND PALACE

At Undine's suggestion, we returned to Gaia's Navel to investigate the Underground Palace, but its entrance was blocked.



In the Underground Palace we met many Ma Goblins, who were able to make other Goblins appear out of thin air. When we came to dead ends, we found that we could pull ourselves over gaps using the Whip that Elinee gave us.



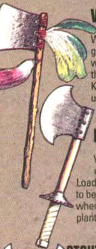
When we attacked Tonpole, it became a Biting Lizard. I used the Whip to keep it from biting. When beaten, it gave

When the Sprite used Undine's magic on the Crystal in the underground cave, the Lava blocking the castle entrance disappeared.

We had to rely on magic. We knew that we had to freeze the hot-tempered Fire Gigas before he had a chance to use his fire magic, so the Sprite took the offensive, casting Undine's spells one after another. When he pulled one of his disappearing acts, the Girl used Cure Water to heal our wounds before he reappeared.

AXES

I had to use Axes not only as weapons, but also as tools. Sometimes I had to chop paths through earth and stone using one of them.

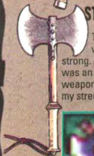


WATTS'S AXE

Watts offered to give me his Axe when he realized that I was the Mana Knight. Only I could use its power.

LOAD AXE

Watts first upgraded the Axe to the Load Axe, which I found to be very effective when I used it to attack plants or fish.

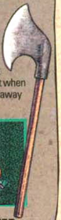


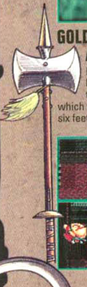
STOUT AXE

The Stout Axe was heavy and strong. Although it was an awkward weapon, it increased my strength in battle.

BATTLE AXE

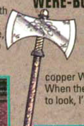
Also effective against plants and fish, the Battle Axe could strike from a short distance. I threw it when I was a few steps away from my enemies.





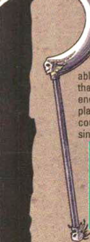
GOLDEN AXE

I had to use both hands to wield the Golden Axe, which was more than six feet long.



WERE-BUSTER

Enemies were often enticed by the beauty of the gold, silver and copper Were-Buster. When they came close to look, I'd attack.



GREAT AXE

The Great Axe was a formidable-looking weapon that inspired fear in enemies, especially in plants and fish, which it could destroy with a single blow.

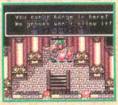
GIGAS AXE

The most powerful weapon Watts could forge, the Gigas Axe increased my strength.

The Gnome agreed to teach the Girl and the Sprite his powerful magic spells.

GNOME'S MAGIC

After we beat the Fire Gigas, we found the Gnome with the Mana Seed. He agreed to use his powers to help us from then on.



You can't barge in here!
We gnomes won't allow it!

From the Gnome, the Girl learned spells that would make me stronger in battle.

The Gnome taught the Sprite a couple of attack spells, including the Earth Slide.

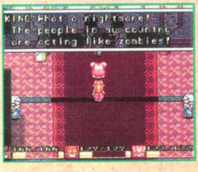
DAY10

After leaving the Haunted Forest, we traveled south to Kippo Village, where we bought supplies, such as Candy, and registered at the Inn for a good night's sleep.

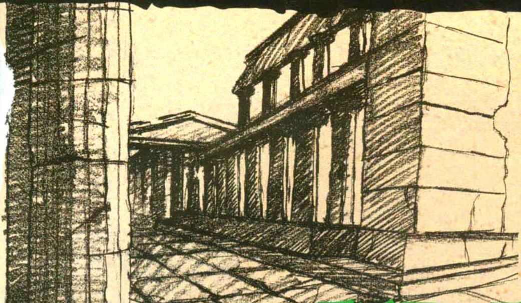
DAY 11

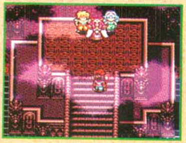
SOUTH TO PANDORA

Our party traveled south to the kingdom of Pandora, where Jema and the King were pondering the problems of the people. Some strange force was turning them all into zombies. Elinee had warned us that Thanatos was at work in the ruins south of town, so we thought that he was probably responsible for the trouble.

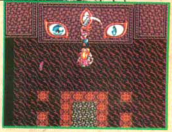


KING: What a nightmare!
The people in my country are acting like zombies!





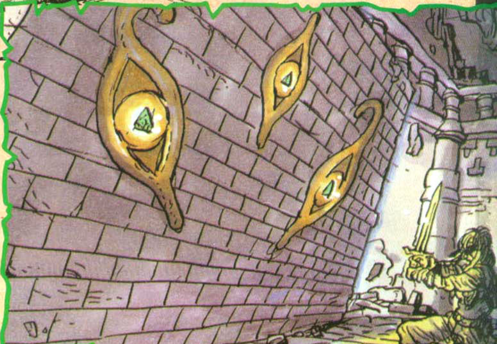
We were in a hurry to find Phanna so we didn't stop to fight the enemies we met in the ruins.



Phanna, a girl from Pandora, rushed to the ruins looking for a friend. She shoved her way through the guards on the steps.

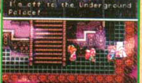
THANATOS

Thanatos had mesmerized Dyluck and Phanna and was holding them as prisoners. Before we had a chance to protest, he opened a trap door under us and we tumbled into a dark room, where we met the Wall Face.



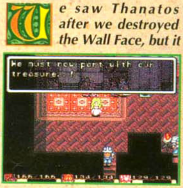
DAY 12

BACK TO PANDORA



Return to Luka's place. I'm off to the Underground Palace!

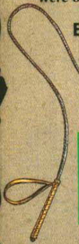
We saw Thanatos after we destroyed the Wall Face, but it was a brief meeting. He relinquished his control of the people of Pandora, but he disappeared with Phanna and Dyluck still in tow. The King was very grateful to have his people changed back to normal, and he rewarded us with many gold pieces and two weapon Orbs. Jema departed for the Underground Palace—he must have known that trouble waited there.



We must now part with our treasure..!

WHIPS

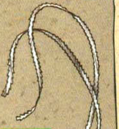
I found Whips useful not only for attacking from distances, but also for pulling myself to ledges that were out of reach.



ELINEE'S WHIP

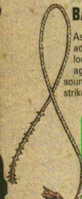
Although she originally used it to tame wild beasts, Elinee, the witch, began using the Whip for more sinister purposes when she began making mysterious potions and practicing black magic.

BLACK WHIP



The Black Whip was crafted from the hide of a jet-black buffalo, one of the strongest beasts to walk the earth. It was able to entwine enemies and impede their progress, thus slowing them down.

BACKHAND WHIP

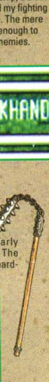


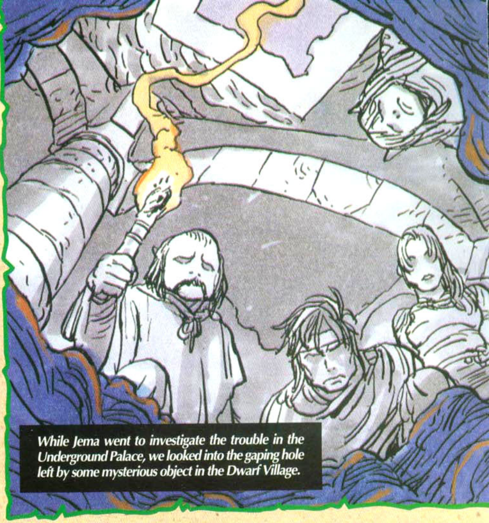
As I gained experience, I became very adept at using the Backhand Whip, a sleek-looking weapon that increased my fighting agility. It snapped fast and true. The mere sound of the whip cracking was enough to strike terror in the hearts of my enemies.

1: OBACKHAND

CHAIN WHIP

With iron spikes at its tip, The Chain Whip was accurate and deadly. It cracked with a metallic snap that I found to be particularly effective against reptilian enemies. The spiked tips easily penetrated even the hardest lizard-like scales.

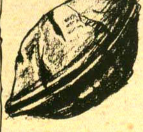




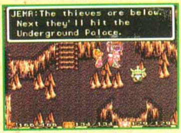
While Jema went to investigate the trouble in the Underground Palace, we looked into the gaping hole left by some mysterious object in the Dwarf Village.

DAY 13

CAVE MYSTERY

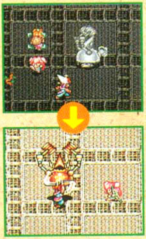


When we returned to Dwarf Village, we found Jema and the village Elder staring at a gaping hole. No one knew what had made the hole, but Jema was needed in the Underground Palace, so the Girl, the Sprite and I went to investigate. We found the ship of the Scorpion Army, which had stolen the Mana Seed of Water. The leader took the seed and ran, leaving us to battle Kilroy.



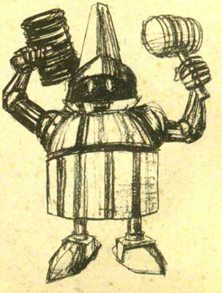
JEMA:The thieves are below. Next they'll hit the Underground Palace.

KILROY



Kilroy was the warped creation of the Scorpion Army, but they couldn't control it.

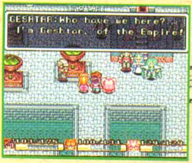
We used the Magic Rope to return to the Dwarf Village after we destroyed Kilroy.



DAY 14

PALACE UNDER SIEGE

We knew that something was amiss at the Water Palace as soon as we approached the front door. There were Iffish swimming around the entrance and Water Thugs guarding the gate. When we went inside, we found that Geshtar was holding Luka hostage. We had to defeat his vicious pet, the Jabberwocky, to recover the seed and free Luka. What a fight we had!



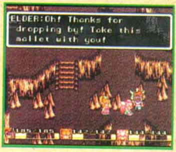
GESHTAR:Who have we here? I'm Geshtar, of the Empire!

It's a good thing we'd bought Faerie Walnuts! The Sprite used lots of magic.

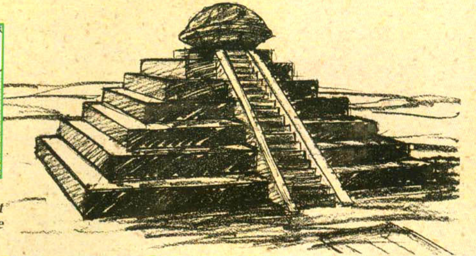
DAY 15

THE MIDGE MALLET

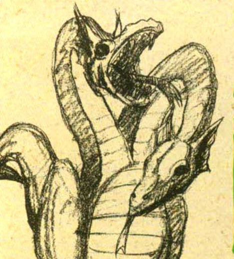
Jema told us to travel to the Upper Land, but before we left, we returned to Dwarf Village to have weapons forged and to get the Midge Mallet from the Elder.



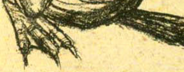
ELDER:Oh! Thanks for dropping by! Take this mallet with you!



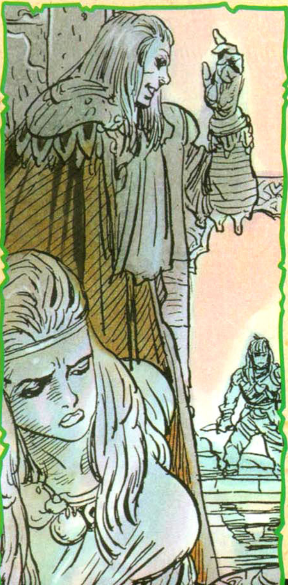
After we defeated the Jabberwocky, I restored the Seal on the Water Seed.



JABBERWOCKY



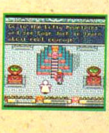
When Geshtar disappeared, he left his pet behind. We fought fiercely with the dual-headed beast, but the Gnome's Earth Slide won out.

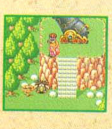


DAY 16

CANNON TRAVEL

After we defeated the Jabberwocky, Cannon Travel Service offered to fly us to the Upper Land, where we would pick our way through the Great Forest and find the Sprite's family. What an adventure!

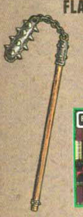




FLAILS

When upgraded to certain levels, Whips became Flails with varying strengths and abilities. All were good distance weapons.

FLAIL OF HOPE

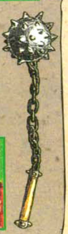


The spiked ball on the end of this flail's short chain had tremendous magnetic power. I used it to my advantage, pulling enemies closer for stronger attacks. It was particularly useful against fearsome demons and the undead enemies.

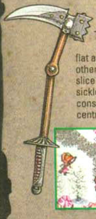
Fiend Head gets whacked!

MORNING STAR

With its massive spiked ball, the Morning Star was a difficult weapon to master. It required great strength and agility, so I had to practice at length before it became my weapon of choice. The Morning Star was great for crushing crustaceans and smashing insects.



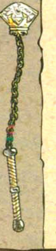
HAMMER FLAIL



The Hammer Flail was an unusual weapon. One side of the head was flat and could be used as a hammer; the other side was a sharp blade that could slice through objects as effectively as any sickle. Using the Hammer Flail required considerable skill and a great deal of concentration.

NIMBUS CHAIN

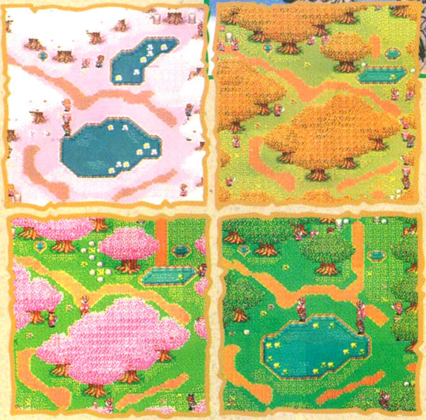
Legend had it that the craftsman who made the Nimbus Chain worked for five long years to create it. As beautiful as it was deadly, this flail was decorated with diamonds, gold, platinum and brass. It worked well against all kinds of enemies.



DAY 17

THE GREAT FOREST

When we traveled to the Forest of the Upper Lands, we landed in an area that was divided into four regions, each of which was ruled eternally by one of the four seasons. The enemies we encountered here were far stronger and much more persistent than any we had met earlier. We met both Watts and Neko wandering in the forest.



We wandered aimlessly from season to season, searching for a way out. We had Watts forge new weapons, and we bought some supplies from Neko, the cat, when we met him.

MOOGLES WE MET

The Moogles we met were very sad. They said that Pebblers had taken over their village. We knew that we had to find the village and make it safe for the Moogles to return.

The Moogles can come back to the village now!

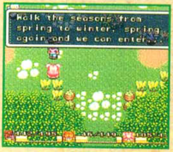
The Pebblers that had taken over Moogle Village burrowed quickly underground to avoid attacks, but they surfaced just as quickly.

Spring Beak tormented the inhabitants from the Sprite's village.

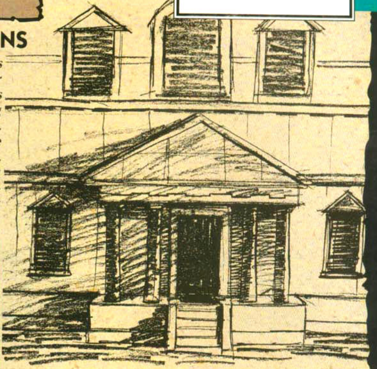
DAY 18

THE FOUR SEASONS

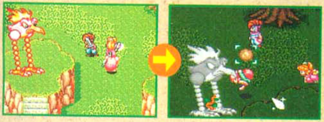
After the Moogles returned to their village, they told us to walk the seasons, starting and ending with spring. When we did that, we found the Sprite's Village. Something was wrong there, though. A huge, big-beaked bird was tormenting the people of the village.



Walk the seasons from spring to winter, spring again and we can enter...



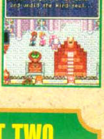
SPRING BEAK



We were all very sad to see that the Sprite's Village had been destroyed by Spring Beak. We were out for revenge as we readied for battle.

SPRITE ELDER

After we defeated Spring Beak, we traveled north to the Wind Palace, where we met the village Elder. He told us that the Mana Seal had already been broken.



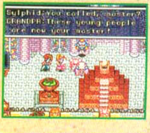
GRANDPA:Empire's men came and undid the Wind seal..

NEXT MONTH: PART TWO

I'm signing off for now, journal, but there's much more to tell about our journey to the Upper Lands—and regions beyond that are even more exotic. I'll report on all of our new escapades next month.

SYLPHID

In the Palace, Sylphid, the Wind Elemental, taught the Girl and the Sprite magic spells. He offered to lend his powers whenever we were in need, which I suspected would be often.



Sylphid:You called, master?
GRANDPA:These young people are now your master!

CLASSIFIED INFORMATION

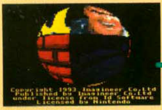
Wolfenstein 3D

FROM AGENT #820

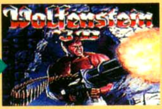
Unlimited Ammunition

It you're used to running out of ammo in the middle of battle, then this code is just for you. Before you start playing the game, hold the R Button on Controller I, then turn on the Power to your Super NES. When the Title Screen appears, release the R Button, and start a new game. Pause the game, then press R, Up, B, then A. When you return to the game, you'll have 299 bullets.

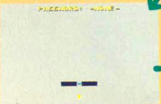
Pause the game, then press R, Up, B and A.


Copyright 1993 Imagineer Co.,Ltd
Published by Imagineer Co.,Ltd
under license from Id Software
Licensed by Nintendo

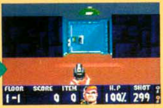
Hold the R Button, then turn on the power to your Super NES.


Wolfenstein 3D

Release the R Button at the Title Screen and start a new game.



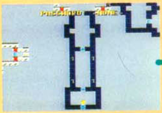
Press the Start Button to pause the game, then press R, Up, B and A.


FLOOR
SCORE
ITEM
H.P
SHOT
1-1
0
0
100%
299

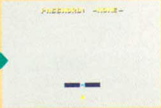
When you return to the game you'll have 299 bullets. Use the code again if you run out.

Reveal Map

Do you find yourself getting lost when you're running away from the enemy? Use this code to expose the entire level on your Map Screen. Hold the R Button and turn on the power to the Super NES. Release the button at the Title Screen and begin a new game. Pause the game, press A, A, Up and B, then return to the game. When you return to the map everything will be revealed. Use this trick with the Unlimited Ammo code.



Pause the game, press A, A, Up and B, then return to the game.



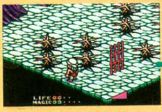
When you view the map again, all will be revealed!

EquinoX

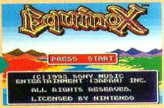
FROM AGENT #349

Bonus Mode

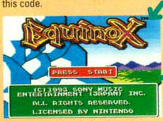
When you work your way through the dungeons of Equinox, your Life Line normally represents the number of times you can be defeated before the game is over. If you use this code before you begin playing your Life and Magic Lines will remain filled each time you die, effectively giving you unlimited chances to complete the game. When the Title Screen appears, press L, L, R, R, L, L, L, R, R, R, L, L, R, R, L then R. The box at the bottom of the screen will turn green when the code is entered correctly.



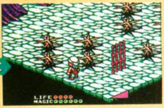
Your Life Line will drop each time you get hit by an enemy unless you use this code.


EquinoX
PRESS START
(C)1993 SONY MUSIC ENTERTAINMENT (JAPAN) INC.
ALL RIGHTS RESERVED.
LICENSED BY NINTENDO

On the Title Screen, press L, L, R, R, L, L, L, R, R, R, L, L, R, R, L, then R.


EquinoX
PRESS START
(C)1993 SONY MUSIC ENTERTAINMENT (JAPAN) INC.
ALL RIGHTS RESERVED.
LICENSED BY NINTENDO

When the code is entered correctly, the box at the bottom of the screen will turn green.



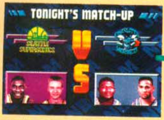
If you get hit after you enter the code, both your Life and Magic Lines will refill.

NBA JAM

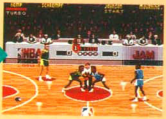
FROM AGENT #209

Power Defense

When playing a one-player game, your partner is not a very strong defender, but with this code you can boost his aggressiveness as well as your own defensive skills. Begin a new game and select any team. When the Tonight's Match-Up Screen appears, press any button five times. On the fifth press, hold the button down until the beginning tip-off, and a strange blue mark will appear in the bottom left corner of the screen.



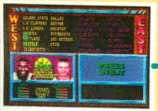
After choosing your favorite team, enter the code on the "Tonight's Match-Up" Screen.



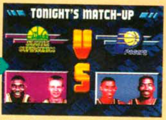
Your computer partner will be more aggressive, and it will be easier for you to block shots.

Power Dunk

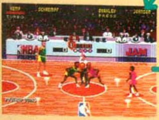
If you think that the Jams you can make with Shawn Kemp are hot, wait until you try out this code! After you select your team, wait for the Tonight's Match-Up Screen to appear, then begin to rotate the Control Pad clockwise while you press the B Button exactly 13 times. Hold the B Button the last time you press it, until the tip-off. If you've entered the code correctly, you'll be able to dunk from halfcourt!



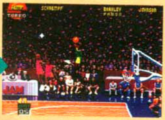
Start a normal game and select your favorite team and players.



Enter the code when the Tonight's Match-Up Screen appears.



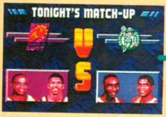
If you've entered the code correctly, the words Power-Up Dunk should appear.



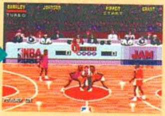
Now you can jam the ball from the halfcourt line. Move over Michael!

Power Intercept

Having trouble keeping the ball away from your opponent? Select your favorite team and players, then wait for the Tonight's Match-Up Screen to appear. Begin rotating the Control Pad counter-clockwise while you press any button as fast as you can. When the game starts, the words "Power Up Int" should appear. Your chances of intercepting the ball will be higher for the entire game.



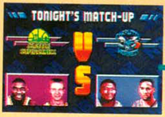
When the Tonight's Match-Up Screen appears, begin to enter the code.



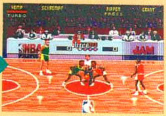
After the game begins, your chances of intercepting the ball will have increased.

Juice Mode

If you think the game is too easy, then this code is for you! Pick your favorite team, then press Start. When the Tonight's Match-Up Screen appears, press any button 13 times, then hold B and X until the tip-off. If you enter the code correctly, your opponents will be powered-up, making the game tougher to win!



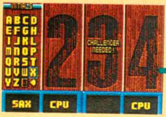
At the Tonight's Match-Up Screen, press any button 13 times, then hold B and X.



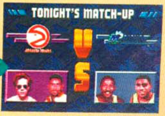
When the game begins, your opponents will be much tougher to beat.

Extra Guest

Agent #209 has found yet another extra player you can use in your game. When you begin a new game, enter SAX as your initials, but leave the last letter blinking. Hold L, R and Start, then press the X Button to enter the last letter. When you begin the game, you'll be playing as Weasel, another one of the programmers responsible for NBA Jam!



Enter the initials SAX, but leave the last letter blinking.



Hold the L, R and Start Buttons, then press X to begin playing as Weasel.

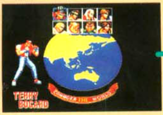
CLASSIFIED INFORMATION

FATAL FURY 2

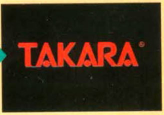
FROM AGENT #385

Bosses Code

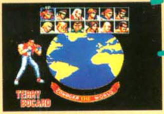
Fatal Fury 2 offers fighting game fans a wide range of fighting fun, but you can heat up the action when you enter this special code. When you first turn on the game, wait for the TAKARA logo to appear, then quickly press B, A, X, Y, Up, Left, Down, Right, L and then R before the logo fades away. When you start playing, you'll be able to choose from all four of the powerful bosses in addition to the other fighters!



Without the code, you will only be able to choose from among the eight regular fighters.



When you first turn on the power, wait for the logo to appear, then enter the code.



You can now choose from the four bosses as well as the regular fighters.

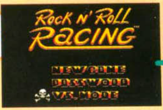
With all of the bosses' special moves, you'll be able to clobber the competition!

ROCK N' ROLL RACING

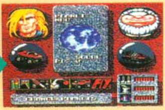
FROM AGENT #312

Planet Skip

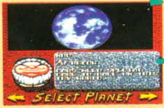
You can test your skills against the best racers in the galaxy when you play the Vs. Mode of Rock 'N Roll Racing, but you won't be able race on the final planet unless you use this code. When you begin a new game, select the Vs. Mode and play either a one or two-player game. Before you start racing, go to the Planet Select Screen and hold L, R and Select. Scroll through the planets while holding these buttons, and the planet Inferno will appear.



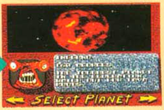
In the Vs. Mode you can race on any of the planets except the last one.



Start a new game, enter the Vs. Mode and select a one or two-player game.



Before you begin racing, go to the Planet Screen and enter the code.



The racing on the planet Infernos is some of the fiercest around!

SUPER PUTTY

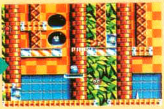
FROM AGENT #410

Unlimited Putty

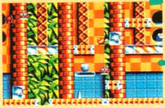
If you're having trouble finishing Super Putty with only three lives, try using this helpful code. Start a new game, then press the Start Button to pause the game. On Controller I, press R, A, L, L, then the Y Button. If you enter the code correctly, the screen will shift to the right. When you resume playing, your number of blobs will remain the same when you get defeated. You can also skip any level by pressing the Select Button.

Pause the game, then press R, A, L, L and Y.

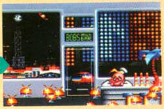
If you are having trouble finishing this game with three lives, try using this code.



Begin a new game, then press the Start Button to pause the game.



On Controller I, press R, A, L, L, then Y, and the screen should shift to the right.



When you resume playing, you'll have an unlimited supply of blobs!

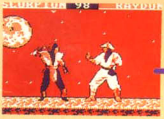
CLASSIFIED INFORMATION

MORTAL KOMBAT

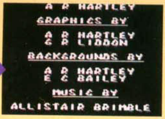
FROM AGENT #009

Goro Code

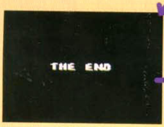
Here is your chance to take on all of the different fighters in Mortal Kombat as the mighty Goro himself, but it's going to take a little work to do it. You must first finish the entire game as any fighter. Wait through all of the credits for the words, "The End," to appear. Hold Up, Left, Select and A all at the same time until the Title Screen appears, then press Start to begin playing.



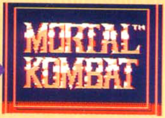
The first time you play through the game, you can use any fighter.


A R HARTLEY
GRAPHICS BY
A R HARTLEY
G R LIDDON
BACKGROUNDS BY
A R HARTLEY
E G BAILEY
MUSIC BY
ALLISTAIR BRIMBLE

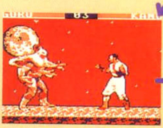
After beating the game, wait through all of the credits.



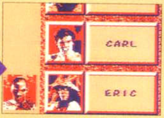
When the words, "The End" appear, hold Up, Left, Select and A.



At the Title Screen, release the buttons, then press Start to begin playing.



You will now be able to control the powerful Goro as your fighter.



After you've entered the code, all of the other characters' names will have changed.

JURASSIC PARK

FROM AGENT #663

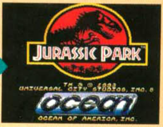
Cheat Mode

Agent #663 has discovered a secret Cheat Mode in Jurassic Park, similar to the Game Boy code we printed last month. When you use this code you'll be able to skip to any of the different stages in the game, or all the way to the end if you wish! When the Title Screen appears, press Down, Right, then Left on Controller I. Quickly repeat the sequence until you hear an explosion. After you start a new game, you can pause the game at any time and then press Select to skip ahead to the next area of the game. Continue to press Select until you are at the stage in the game you want to explore.

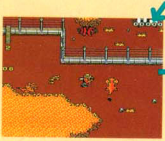
On the Title Screen, press Down, Right, then Left.

CONTINUE 4
09

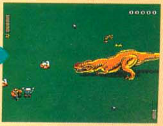
Making it past all of the Raptors in Jurassic Park will prove difficult.



When the Title Screen appears, repeatedly press Down, Right and Left.



After you hear an explosion, press Start and begin playing.



You can skip any stage by pausing the game, then pressing Select.

SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

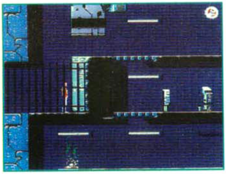
COUNSELORS' CORNER

FLASHBACK

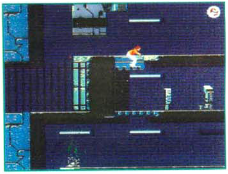
Jeff Brooks

HOW DO I REACH THE SAVE DEVICE BY THE FALLING FLOORS IN STAGE 4?

Walk to the left of the screen until you're behind what looks like a fence, then climb to the upper level. If you try to walk over to the Save Device, you'll fall to the next level and, before you can react, the floor will give away and you'll fall all the way to the bottom. Instead, take one step to the right, draw your weapon to kneel, then press Right to roll over to the right to the center platform and the Save Device. You can also restock some energy.



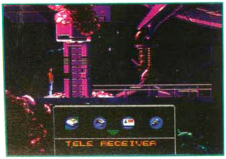
Walk to the left of the screen until you're behind the fence, then climb to the upper level.



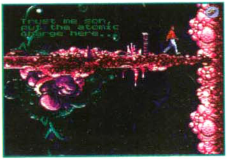
Take one step to the right, then kneel and roll over to the Save Device on the center platform.

HOW CAN I QUICKLY FIND THE ESCAPE SHIP?

Before you use the Atomic Charge, return to the Save Device at the beginning of the stage. From there, go right three screens to the closed door. Leave your Tele-Receiver beside the door. Defeat the Auxiliary Brain, then, when you're told to make the planet shake, detonate the Atomic Charge. Immediately use your Tele-Control to teleport to your Tele-Receiver. The door beside the receiver will now be open. Go through the door and take the elevator up to the big red object. Exit there to escape from the planet.

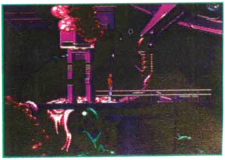


Leave the Tele-Receiver beside the closed door for the time being. You'll return to it later.



Trust me son, put the atomic charge here...

When you're told to make the planet shake, set off an Atomic Charge and teleport back to the receiver.



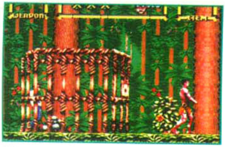
Take the elevator up until you reach the large, red object, then make your escape from the planet.

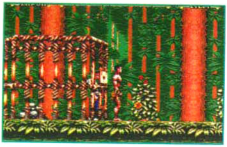
LESTER THE UNLIKELY

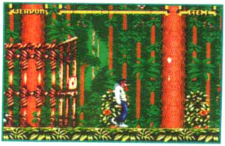
HOW DO I ESCAPE FROM THE CAGE IN THE VILLAGE?

Sean McVeigh

When you're locked in the cage in the village, you'll be watched by a guard who paces back and forth. If you look closely, you'll see a Key attached to his clothes. Stand on the far left and wait for the guard to walk up close to the right side of the cage. (If you stand on the right side of the cage, the guard won't come near.) When he comes within reach, quickly walk over to the right and grab the Key by pressing X. After you steal the Key, pick up a rock and throw it off the screen to the left. The guard will walk off to the left to investigate, giving you a chance to use the Key to open the door and escape.

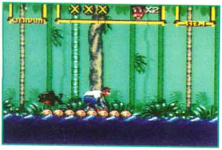

When you enter the village, you'll be jailed. Stand on the far left so the guard will walk up to the cage.

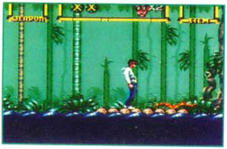

When the guard gets close enough, rush over and grab the Key that's attached to his clothes.

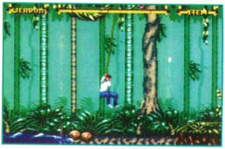

Throw a rock off the screen to the left. When the guard goes to investigate, get out of there.

HOW CAN I SURVIVE THE RIVER STAGE?

The River Stage is a challenge. Stay in a kneeling position to avoid the jumping fish until you see a snake about to drop from the upper right. When you see a snake, stand on the left side of the raft, facing right, and kick the snake as soon as it falls. To jump over the waterfalls, get a running start from the left side of the raft and grab the vine over the falls in mid-air, then drop down to the raft on the right.

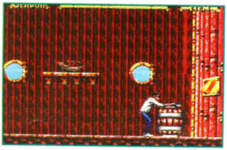

Try to memorize the fish's pattern of jumping. Kneel on the raft to avoid them.

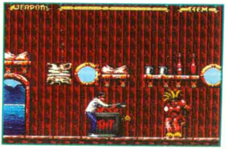

Stand on the left side of the raft and press the A Button to kick them as soon as they fall.


Get a running start and leap for the vine over the waterfall, then catch up with the raft on the right.

HOW DO I FREE TIKKA'S FATHER?

To rescue Tikka's father, you must put out the fuse on the dynamite next to him. Enter the second door on the right, pick up the Metal Cup and exit. Take the cup, go to the room on the far right and fill it with water from the barrel there. The barrels in all of the other rooms contain flammable liquid! Use the water to put out the lighted fuse.


Go to the room on the far right and get a cupful of water from the barrel there.

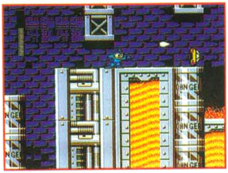

Use the water to put out the lighted fuse and save Tikka's father.

MEGA MAN VI

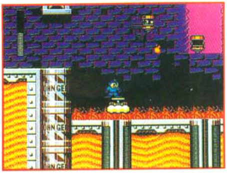
HOW DO I REACH THE HIGH PLATFORMS IN THE FLAME MAN STAGE?

Mark Wallenberg

Mega Man is a mighty mite, but even he has a hard time trying to reach the high ledges in the Flame Man Stage. There is a way to get up to them, though. First, power-up your Mega Buster, then shoot the small, round, orange enemies. When you defeat them, they'll flip over so they're upside down and you can use them as platforms to reach the ledges that are too high to land on with a regular jump.



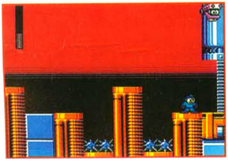
Start by powering up the Mega Buster, then start firing at the little orange enemies.



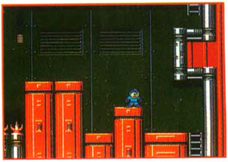
When you defeat them, they'll flip over and you'll be able to use them as platforms to jump to the ledges.

HOW DO I GET BEAT TO JOIN ME?

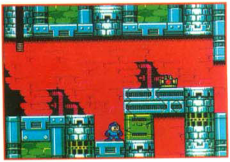
Beat, the remote-controlled bird, is back in Mega Man VI. To enlist its aid, you'll have to find the B, E, A and T circuit plates. There are four stages in the game that have "false" bosses and "true" bosses: the Tomahawk Man Stage, the Centaur Man Stage, the Yamato Man Stage and the Knight Man Stage. You'll get the four circuit plates by defeating the true bosses. If you defeat one of those boss characters and fail to get a circuit plate, you'll know that you've defeated the false boss, not the true one. If that's the case, go back to where the stage split into two different paths and take the other route to find the true boss.



Take the lower route to the real Tomahawk Man and defeat him to get the B circuit plate.



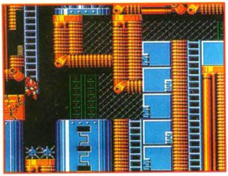
Follow the upper route to find Yamato Man. Use the powered-up Mega Buster to get the E circuit plate.



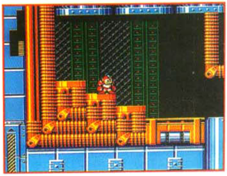
Go through the lower door and take on Knight Man to earn the A circuit plate. Watch out for his mace.

HOW DO I OBTAIN THE ENERGY BALANCER?

The Energy Balancer, which is in the Tomahawk Man Stage, automatically recharges Mega Man's weapon energy level whenever he finds a weapon capsule. When the path forks near the end of the stage, take the upper route and follow it until you come to a ladder. Climb up it to reach a second ladder. Hang from its bottom rung and use the Rush Power to break the block to the left. Enter the secret room and get the Energy Balancer from Protoman.



Hang from the bottom rung of the second ladder and use Rush Power to break the block on the left.



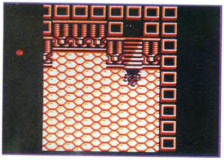
Enter the secret room on the left to receive the Energy Balancer, a valuable gift, from Protoman.

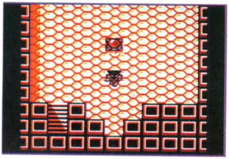
FINAL FANTASY LEGEND III

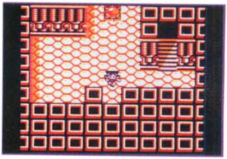
WHERE IS THE CRYSTAL?

Tom Brown

The Crystal is on the second floor of the West Tower. To find it, you must climb to the third floor then teleport back to the second floor. Start by climbing the stairs in the upper right corner of the first floor. Next, climb the stairs in the lower left and walk up through the door into a short hallway. Walk up the hall and step into the Crystal Ball to teleport back down to the second floor. Take the stairs in the upper left, then look for a notch in the lower wall. Walk through the notch, down the hall and through the door. Take two sets of stairs, one up and one down, to the Treasure Chest that holds the Crystal.

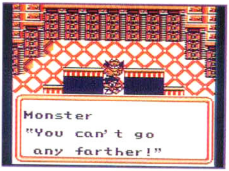

Go to the West Tower and climb the stairs in the upper right corner of the first floor.


When you come to the Crystal Ball on the third floor, step into it to teleport back to the second floor.

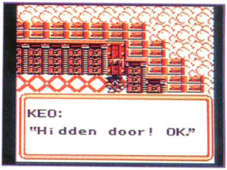

Look for the notch in the lower wall of the second floor. Walk through it into a short hallway.

HOW DO I GET THE X-PLANE UNIT?

You'll find the X-Plane Unit in the Floatland Tower. When you climb to the tower's 10th floor, a monster will appear and push everyone in your party except Dion down a hole. You'll land back on the 8th floor, but if you watch Dion, you'll see him walk through a secret door. Climb back up to the 10th floor and search the wall in the upper right corner to find the hidden door. Go through the door and battle Maitreya to earn the X-Plane Unit.


Monster
"You can't go
any farther!"

When you reach the 10th floor of the Floatland Tower, a monster will push you back to Floor 8.


KEO:
"Hidden door! OK."

Return to the 10th floor and search in the upper right to find the hidden door that leads to Maitreya.

GET A CLUE—CALL THE COUNSELORS

NINTENDO POWER

WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

POWER PLAYER'S CHALLENGE

It is time once again to test your skills against the best players around. If you see a challenge that you think you can meet or beat, then send us a photo of your incredible feat! Don't forget to put your name and address on the back, or we won't know who you are.

CHALLENGE

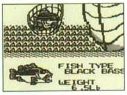
KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

How many games can you win in a full season?

The longer the season you play, the more games you might win!

BLACK BASS LURE FISHING

What is the biggest fish you are able to catch?



Try to reel in the biggest lunker that you can!

BILL WALSH'S COLLEGE FOOTBALL

What is the biggest blowout you can rack up in a 1-Player game?

Bill Walsh
COLLEGE
FOOTBALL

Choose your favorite team, then show us your stuff!

AIR STRIKE PATROL

What is the highest ranking you can get at the finish of the war?

You'll need to use all of your resources carefully to win the war!

MONOPOLY

How much money can you wheel and deal from your opponents?

It will take some clever financing to meet this challenge!

SUPER SCOPE 6

What is your highest score on Mole Patrol?

SCORE 019584

Take steady aim and keep firing!

SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include a photograph of the completed challenge (which includes the system in the photo) labeled with the name, address and Membership Number of the player. All entries must be received by July 31, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by the Nintendo Power Staff. All decisions are final.

SUPER METROID

How fast can you destroy the Mother Brain and escape the planet Zebes?

Send us a photo of your best finishing time.

POWER PLAYERS

KIRBY'S PINBALL LAND

Highest Scores.

Carl Patrizio Aston, FL	7,466,600
Sharon Sherriff Oakley, CA	2,057,210
Eric Nagel Blue Island, FL	1,321,160
Bill DeRoin Omaha, NE	752,720
Jeannette Bonds Bayside, NY	729,720
Brian Baldock Appleton, WI	612,260
Kevin Kardian North Dartmouth, MA	565,790
Joshua Jordan Green Island, NY	452,980

SUPER MARIO KART

Best time on Rainbow Road.

Eric Culbertson Knoxville, TN	1:40:33
Fredrick Li Livingston, NJ	1:40:72
Joyce Schwarz Madison, WI	1:41:72
Jason Besherse Plainview, TX	1:42:13
Adrian O'Sullivan Holliston, MD	1:42:58
Brent Warnock South Shore, KY	1:42:63
Mark Zuber Mount Penn, PA	1:43:53
Kevin Saboda Ballston Lake, NY	1:44:26

PILOTWINGS

Perfect scores on all four events in Level 4.

Jeremy Burns Denver, Co	Perfect
Megan Cartwright El Paso, TX	Perfect
Steve Lawson Philadelphia, PA	Perfect

NEMESIS

Highest Scores.

Ross Staadecker Hudson, OH	487,700
Jon Hanson Richfield, WI	433,300
Greg Ronald Portland, OR	421,500
Nancy Green Miami, FL	390,800
Jeffrey Anderson Vancouver, BC	387,300

YOSHI

Highest Scores.

Pam Tuttle Madison, WI	37,550
Casey Hench Enola, PA	36,775
Kellie McCoy Beaverton, OR	29,465
Verna Osburn Sacramento, CA	20,915

PINBOT

Highest Scores.

Patricia Penhollow Madison, OH	99,999,999
Alvin Okuba Mililani, HI	99,999,999
Roger Smith Bloomdale, OH	99,999,999
Paul Fuerstenau Portland, OR	99,999,999
Glen Harrigan Victoria, BC	99,999,999
Daniel Bahry Mundare, AB	90,001,950

MEGA MAN X

Completed the entire game.

Joe Manson Ypsilanti, MI	Finished
Bryan Boyd Austin, TX	Finished
Brian House Tulsa, OK	Finished
Keith Schroder Loveland, IA	Finished
Stacey Jensen Fremont, NE	Finished
Rob Lunstead Poughkeepsie, NY	Finished
Matt Berry Bridgewater, NS	Finished
Victor Carpetto Brooklyn, NY	Finished
Roy Longyhore Greentown, PA	Finished

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

Send to →

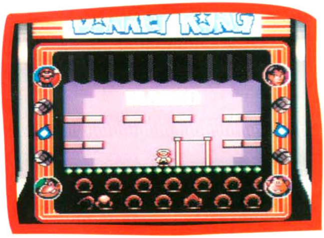
NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

MAKE FOR

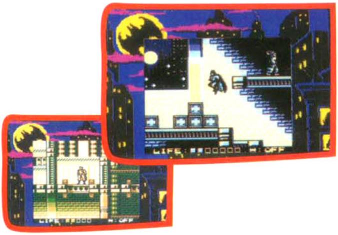
WANTED: SUPER GAME BOY PICASSOS

Super Game Boy lets you paint borders around the play window so you can play with style. Games like Donkey Kong, which are designed for the Super Game Boy, have special borders built-in. But what about the 350 regular Game Boy games that came before the SGB? This is your chance to learn the techniques of SGB border painting, and enter your best work in our Super Game Boy contest. Read on for some art tips in creating your own borders, then turn the page for details on entering the contest.

Let's start with some basic tips. First off, it's a lot easier to use the Super NES Mouse than regular Control Pads when painting borders. Pick a representative game screen and pause the game while you paint. Choose a good play window palette of colors. Finally, use your imagination. You can include characters, logos, images and other game elements, or you can just go wild.



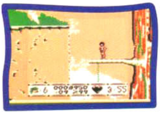
Donkey Kong's default border reflects the original arcade game. Both the theme and the colors enhance the play window where the action takes place.

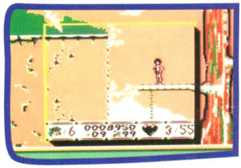


Start your border on non-SGB games by first selecting or creating a good play window palette.

THE ART OF FITTING

The most critical parts of making a good border are selecting the right theme and colors. For instance, it might be distracting (not to mention a little weird) to make a green jungle background for Batman: The Animated Series, but for Jungle Book it might be perfect. As for colors, you don't want to use the exact same colors that appear in the game. You need some contrast so you can tell where the action in the play window stops. Your first step is to pick a background color and fill the entire border area. This makes it easy to erase mistakes and patch them up with the background color.



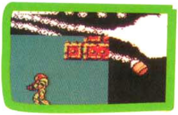


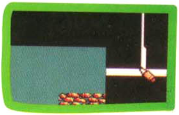
A good way to separate the play window from the border is with a sharply contrasting color line or shadow box. The black shadow shown here also makes a 3-D effect, so the play window seems to pop out of the screen.

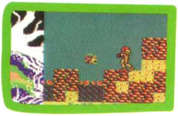
THE BORDER

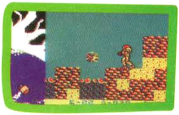
PEN PALETTES

The Super Game Boy border paint set includes two pens: one thin and one fat. If you move the pens slowly, they'll draw a smooth, solid line, but if you move quickly, the line will be broken. You can use this broken line technique to produce different effects. The thin pen gives you better control because it's easy to see the tip of the pen. You can also erase and paint over areas if you mess up. Since the smallest mark you can make is several pixels wide, even with the thin pen it is more effective to draw larger figures. You'll also notice that the pen line is solid along one side and stippled, like half of a ladder on the other. Vertical lines are stippled on the left and horizontal lines are stippled along the upper edge. To create smooth lines, work from right to left and bottom to top, painting over the stipple lines with the next color. Sometimes this means that you have to paint shadows before objects and foregrounds before backgrounds, so a little planning will help.

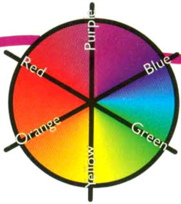

Use the broken line technique—moving the pen quickly—to produce effects like clouds or scattered stars.


Draw from right to left and bottom to top to create smooth lines.

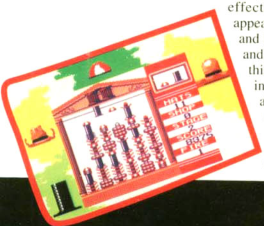

Fine details are difficult, so use larger objects in your border. They'll look sharper.

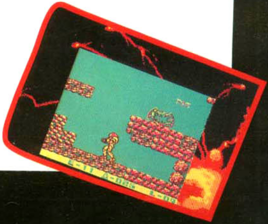

If you don't like what you've done, you can erase your last mark, and you can undo erasures, too.

WHEEL OF PIGMENT



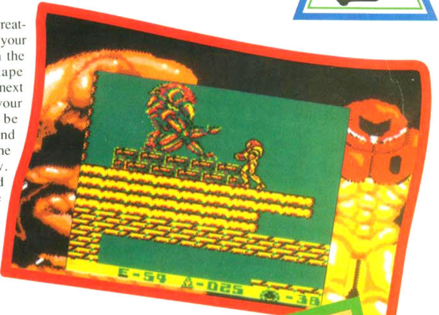
The color wheel is a tool that lets you see how colors are related. As an artist, you can use the wheel to see which colors contrast or blend when placed side-by-side or in close proximity to each other. The three primary colors, red, yellow and blue, can combine to form all the other colors in the spectrum. The closer two colors appear on the color wheel, the closer they are related. Although you are limited to 12 colors with Super Game Boy, you can use them creatively to create depth and shadow effects. For instance, three colors that appear close to each other on the wheel and in the pen palette are brown, orange and peach. Used with white highlights, this combination makes for great shading effects. Shadows can also be created by using close wheel colors. Orange makes a good shadow for yellow objects and purple makes a dramatic shadow against blue backgrounds.

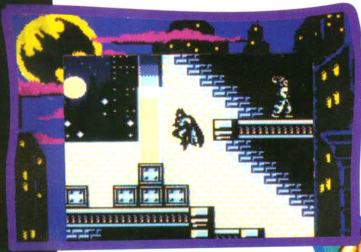


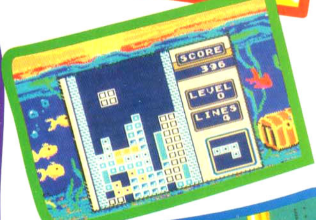


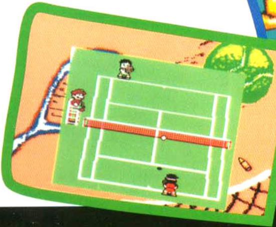
15 MINUTES

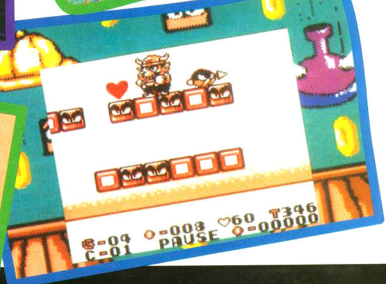
Now that you've been inspired to greatness, don't let it go to waste. Send your masterpiece to Nintendo Power in the form of a photograph or video tape according to the rules listed on the next page. Winners, to be selected by your Power staff connoisseurs, will be judged on overall artistic talent and how well the border fits with the game represented in the play window. Make sure to include your name and address, and also the name of the Game Boy game in your entry. If your border is chosen as one of the top 50, you'll receive 10 Power Points, which can be spent on great Power Supply stuff. If you need a little inspiration, check out these samples from one of our Power staff artists.







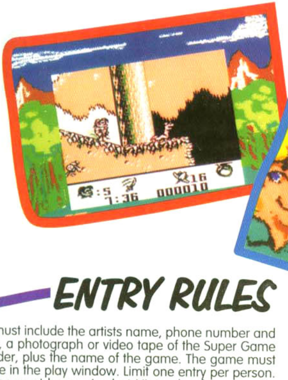


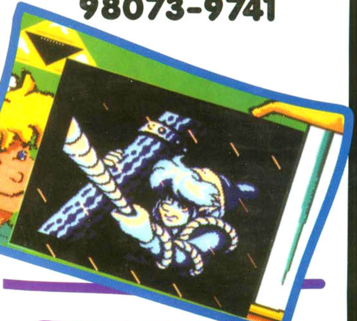


OF FRAME

50
WINNERS!
10
POWER PTS!

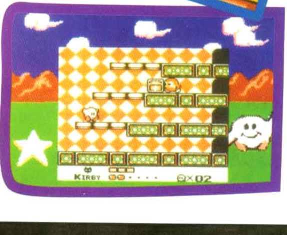
Send your entry to:
NINTENDO POWER
"FRAME IT CONTEST"
P.O. BOX 97041
REDMOND, WA
98073-9741





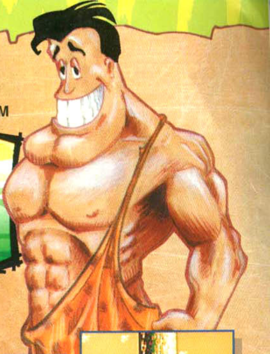
ENTRY RULES

Entries must include the artists name, phone number and address, a photograph or video tape of the Super Game Boy border, plus the name of the game. The game must be visible in the play window. Limit one entry per person. All entries must be received at Nintendo of America by Sept 1, 1994. Fifty winners will be selected by Nintendo Power judges from all entries meeting the above regulations. By accepting their prizes, all winners consent to the use of their names, photographs, or other likenesses and contest entries for the purpose of advertisements or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Nintendo employees, agents, and licensees may not enter the contest. Winners will each receive 10 Power Points, which can be redeemed for merchandise in the Super Power Club Supplies catalog. All prizes will be awarded.



© 1994 Edgar Rice Burroughs, Inc. © 1994 Gametek, Inc.

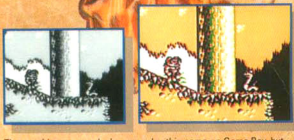
TARZAN™



From your tree top perch, you loose a powerful roar that echoes through the tropical forest. As the denizens of the forest grow silent, they sense that the King of the Jungle is near. Tarzan, by Gametek, brings this legendary hero to life in an exciting new game for Game Boy. With six different stages, players will find a wide range of entertaining challenges to test their skills. The strong graphics and fun story line make this game both easy to follow and fun to play.

SUPER GAME BOY

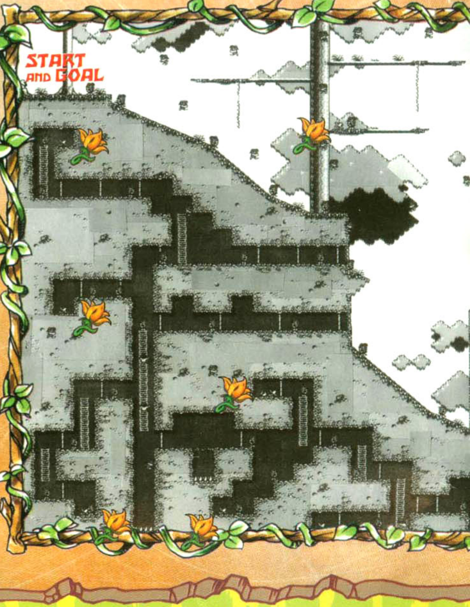
PALETTE 2A

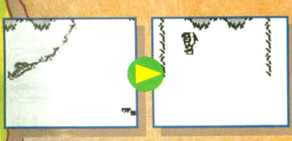


The graphics are good when you play this game on Game Boy, but they are even better when you use a good palette option on the Super Game Boy.

STAGE 1

The Great Ape has been stricken with a strange illness, and the only antidote is a special potion created by the Witch Doctor. As the King of the Jungle, and a close friend of the Great Ape, you must collect all of the ingredients for the potion. While there are many flowers that you have to collect up in the trees, walk to the right and drop off into the caves first. It will make your job easier if you start by collecting all the ingredients that are hidden in the caves, then work your way through the trees. In order to return the potion to the Great Ape, you will have to work your way across the vines at the top of the stage. If you don't swing carefully, you'll waste time climbing back up the trees.

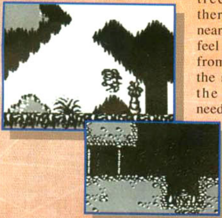


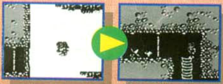


Make sure you are at the bottom of the vine when you begin swinging, or you'll miss the jump to the next one.

CONTINUE

If you are having trouble making it through the stage in one piece, try hitting the palm tree that marks the halfway point on the map. If you run out of energy after you hit the tree, you will start there instead of back near the Ape. You may feel it is easier to start from the beginning of the stage, so don't hit the tree unless you need to.

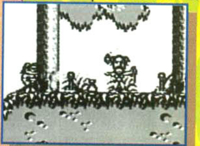


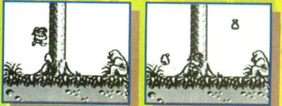


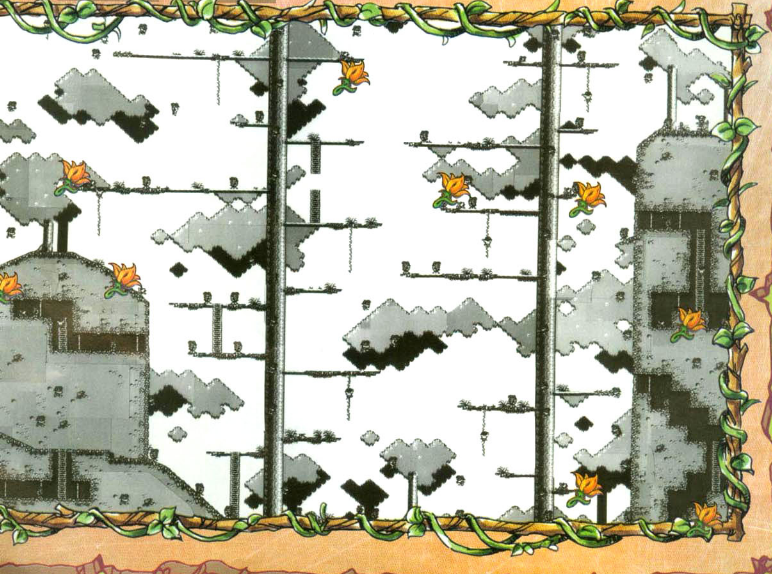
Be sure to explore all of the caves that you find. Some flowers are hidden in tricky spots.

GOING APE

Even though you are only trying to save your friend, his illness has made him afraid of everyone. Jump over the coconuts that the Ape throws at you, and throw the potion into his mouth. When he charges at you, jump over him to the other side of the screen, then continue hitting him with the potion.

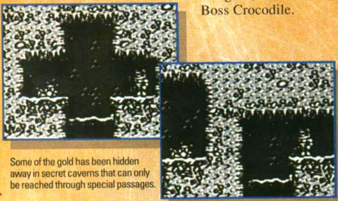






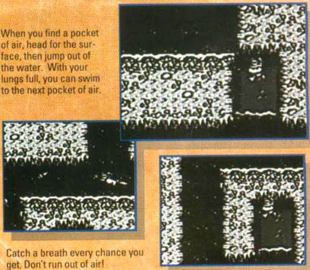
STAGE 2 - UNDERWATER

A plane, carrying a load of gold stolen from the natives, has crashed in the jungle. All of the gold has been scattered across the jungle floor, and hidden by the creatures. You must find all of the gold and return it to the natives before they become upset. Search for the gold in the river, the creatures in the trees are only hiding Power-Ups and extra points. The river contains secret passages where some of the gold is hidden. Look for dark spots on the back wall and then push Up to be warped to the missing gold. Because time is limited and you can only fight with your knife when you are in the water, it is better to avoid the enemies than fight them. After you find all of the gold, return to the Boss Crocodile.



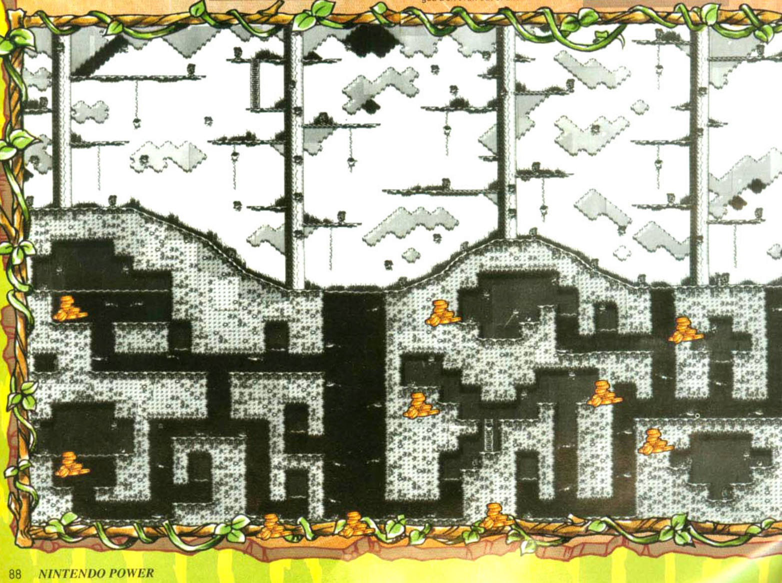
Some of the gold has been hidden away in secret caverns that can only be reached through special passages.

Tarzan may be King of the Jungle, but he is still human. When you are swimming underwater keep an eye out for places to catch a breath of fresh air. If you run out of breath, it is going to be a real short adventure for Tarzan. Luckily, there are pockets of air located in even the deepest parts of this lake. To get a lung-full of air, find one of the pockets, then jump out of the water. You should get enough air to make it to the next pocket.



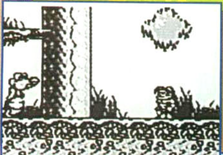
When you find a pocket of air, head for the surface, then jump out of the water. With your lungs full, you can swim to the next pocket of air.

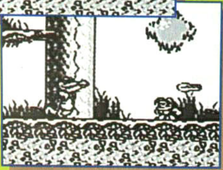
Catch a breath every chance you get. Don't run out of air!

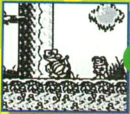


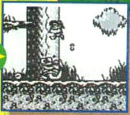
CROC PROBLEMS

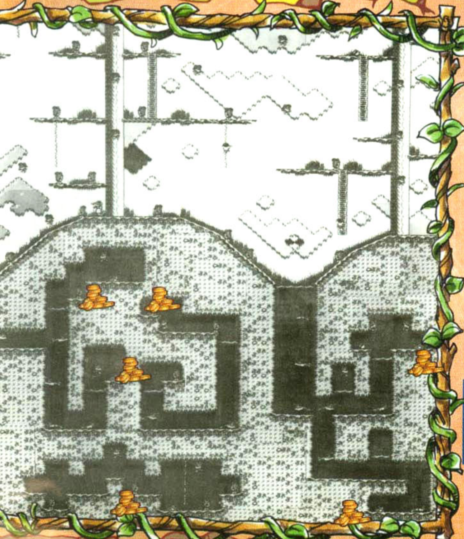
After you've found all of the gold hidden throughout the stage, you'll need to recover the lost gold that the Boss Croc has swallowed. Hit him with any weapon to knock him over, then jump on his stomach before he can get up. When you land on top of him, one of the gold coins will fly out. You don't need to pick up the coin, but it is worth extra points if you do. You must continue knocking the gold out of the Boss, but beware of his teeth. He is able to fling his choppers across the screen and bite the unwary hero!





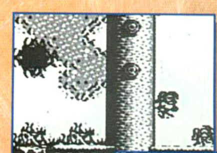


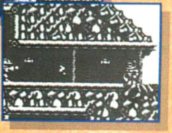




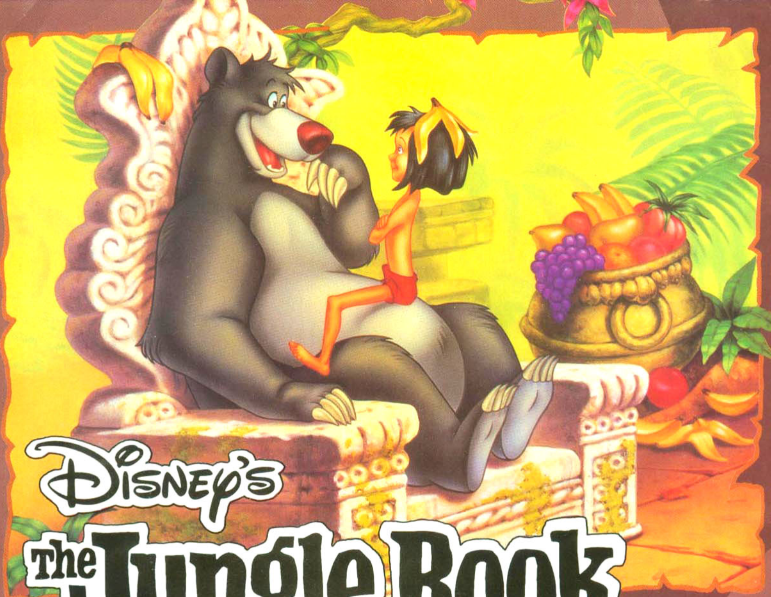
COMING NEXT

The action continues as Tarzan tries to save his jungle friends from evil poachers. Race the all-consuming jungle fire as you rescue the monkeys from the trees, then fight off the ivory poachers as they capture all of the baby elephants in the jungle. Nobody said that Tarzan's job was easy!





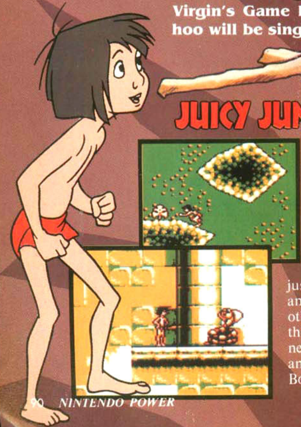
The remaining four stages of the game get tougher to complete, but never fear, you're the King of the Jungle!



Disney's The Jungle Book

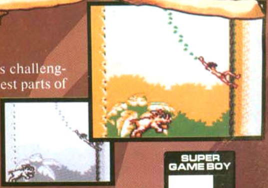
Copyright 1994 The Walt Disney Company
Copyright 1994 Virgin Interactive Entertainment

Grab yourself a good vine and swing into action in Virgin's Game Boy adaptation of a Disney animated classic. You-hoo-hoo will be singing all day!



JUICY JUNGLE MADNESS

Children of all ages will enjoy this challenging trek through the deepest, darkest parts of the mighty jungle in Walt Disney's The Jungle Book. You'll recognize all the jungle friends; Mowgli the man cub whose home is the jungle, Kaa the stealthy Snake, and Baloo the boisterous singing bear, just to name a few. Be sure to keep an eye out for sleeping tigers or any other hindering foes as you pick up the ten hidden Diamonds you need to move from one Level to the next. Find the hidden Shovel to win a trip to the Bonus Round and collect all sorts of helpful items. Try using the Super Game Boy to add some jazzy jungle color.



Above is the Super Game Boy screen, and below is the regular Game Boy screen.

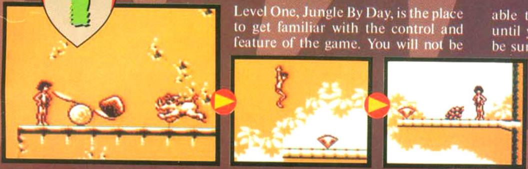
SUPER GAME BOY

PALETTE 4B

LEVEL 1

JUNGLE BY DAY

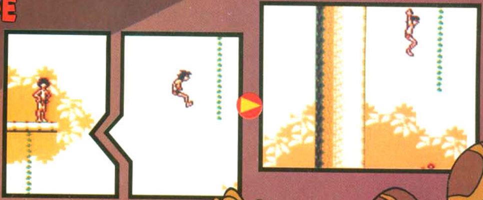
Level One, Jungle By Day, is the place to get familiar with the control and feature of the game. You will not be able to continue to the next level until you find all the Diamonds, so be sure to look high and low (press Up and Down on the Control Pad when on the ground) for any Diamonds hidden cleverly out of reach.



Dodge the dangerous beasts and utilize this strategically-placed see-saw to soar to new heights.

THE GREAT DIVIDE

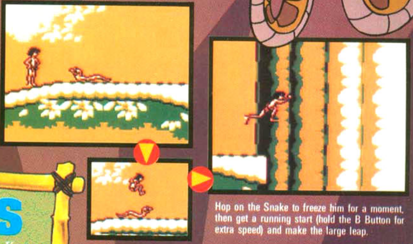
What separates you and the last Diamond on Level One? Only a death-defying leap of faith does! Once you have found the first nine Diamonds, head to this tricky spot in the upper right side of the area. Stand on the edge and perform a High Jump. With perfect timing, you can catch the Vine. Shimmy to the bottom, start swinging, and leap to the next vine until you're safely across.



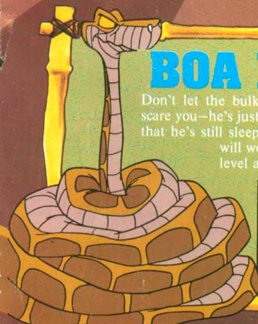
LEVEL 2

THE GREAT TREE

Level Two, The Great Tree, is home to some pesky little enemies—the Tree Snakes. The problem with these sly, slithering Snakes is that they are invincible. You can hold them up temporarily, though, by hopping on their backs. This will be especially important to master when you have a Snake blocking a path where you must make a running jump.

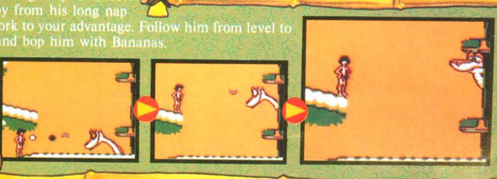


Hop on the Snake to freeze him for a moment, then get a running start (hold the B Button for extra speed) and make the large leap.



BOA BOSS

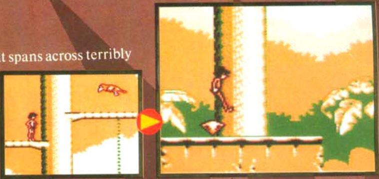
Don't let the bulk of the beastly Kaa scare you—he's just a big softy! The fact that he's still sleepy from his long nap will work to your advantage. Follow him from level to level and bop him with Bananas.



LEVEL 3

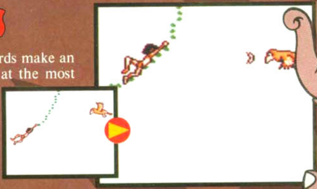
DAWN PATROL

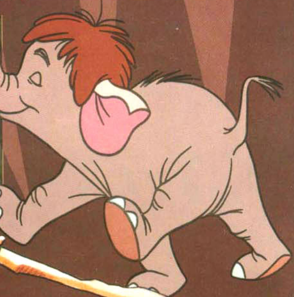
Level Three, Dawn Patrol, is a level that spans across terribly treacherous treetops, so watch your step. If you slip, there may not be a safe spot below! A caravan of friendly Elephants are slowly traveling across the jungle floor. You can catch a ride on their heads and backs, but watch out for the flaming Peanuts that spew from their trunks. Ouch!



PESKY BIRDS

These feather-brained Birds make an instant bee-line for you at the most inopportune times, like when you're dangling on a thin vine! A mid-air collision is inevitable unless you can Banana Bomb them in time. A few hits should do it.

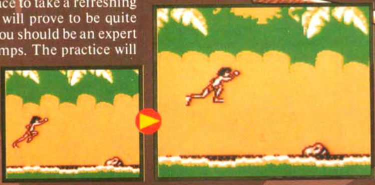


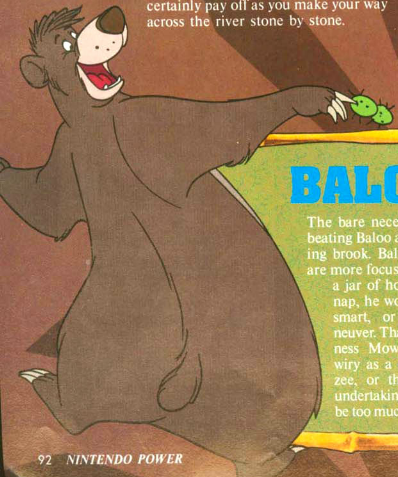


LEVEL 4

THE RIVER

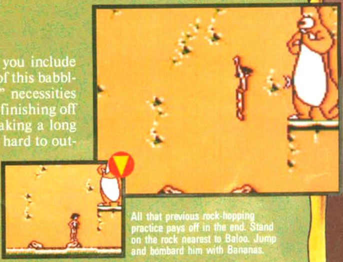
Level Four, The River, is not the place to take a refreshing swim. In fact, touching this water will prove to be quite harmful to your health! By this time, you should be an expert at controlling your carefully timed jumps. The practice will certainly pay off as you make your way across the river stone by stone.





BALOO

The bare necessities for you include beating Baloo at the end of this babbling brook. Baloo's "bear" necessities are more focused toward finishing off a jar of honey and taking a long nap, he won't be too hard to outsmart, or out-maneuver. Thank goodness Mowgli is as wiry as a chimpanzee, or this whole undertaking would be too much to bear!

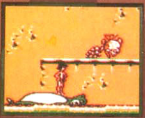


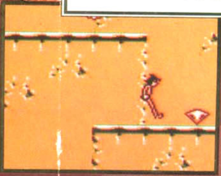
All that previous rock-hopping practice pays off in the end. Stand on the rock nearest to Baloo. Jump and bombard him with Bananas.

LEVEL 5

RIVER SAFARI

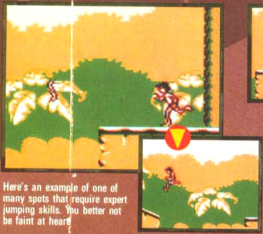
Now that you have sent Baloo to dreamland with a barrage of Bananas, he becomes a beautiful boat! Hop on his tummy and take a trip down river. It's best to ride all the way to the end, then double back to collect any items you may have missed along the way.



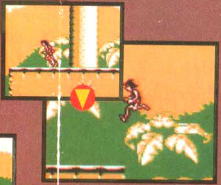


HAVE FAITH

Level Five is full of dangerous leaps and creepy crevasses, and unless you take some chances and explore the unknown, you won't get very far. While Mowgli is standing on the ground, you can use the Control Pad to scroll the screen and check out the surrounding area, but there may be things beyond the normal scope of vision.



Here's an example of one of many spots that require expert jumping skills. You better not be faint at heart!

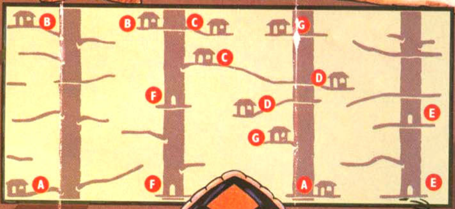


Get a good running start by holding the B Button, then make a large leap of faith. There really is a place to land!

LEVEL 6

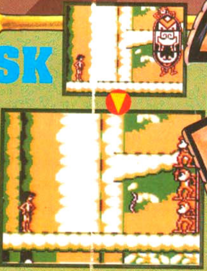
TREE VILLAGE

Level Six, the Tree Village, is the last stop on your Jungle adventure. It is especially challenging, as each of the seemingly harmless Huts is actually a teleporter, which will instantly whisk you away to another part of the Village. Follow the map carefully and try not to get lost in this zany maze of brambles and branches.



THE MASK

Is this really a dancing Mask? It seems so at first, but it turns out to be a trio of Tree Monkeys trying to trick you! They're not so tough, though. As soon as they turn to reveal themselves, pick them off one by one with your handy Bananas. Jump and shoot to reach the highest one.

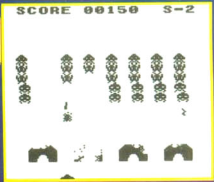


FINALLY!
THE ARCADE HIT
THAT STARTED THE
VIDEO GAME REVOLUTION
IN AMERICA IS HERE
FOR GAME BOY!

© 1994 Taito

SPACE INVADERS®

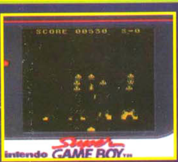
THE ALIENS ARE ARRIVING

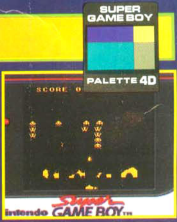


Yes, it's true: The original space shooter from the early '80s, Space Invaders, has finally come to Game Boy, and it's as great as ever. This title from Taito remains true to the arcade classic. It has the same lateral movement and straight shooting action that even young players will love. The new wrinkle added to this old favorite is a two-player mode with a strange perspective. Each player has a gun at the bottom of the screen and the opponent (the UFOs and aliens) at the top of the screen. It sounds simple, but it can challenge even the pros. Take a walk down memory lane and stop the latest invasion from space!

COLOR THE WORLD

Now with the Super Game Boy, you can add some really cool colors to Space Invaders. Go for the original black and green of the arcade game, or go out on a limb and use funky color combinations nobody ever imagined. You are the artist and player so pick the colors you like. For a quick start, we suggest using the colors in the power palette above. They are easy on the eyes and that makes the game easier to play.



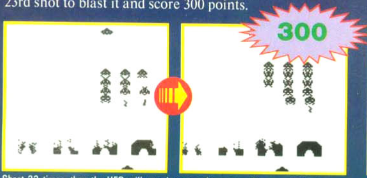


PLAY IT ALONE

The one-player mode is reminiscent of the arcade version everyone loves. The cannon, the UFO, and the invaders are all there. Although the game play is very basic, trying to get the highest score may prove to be a big challenge for even the seasoned Space Invaders fanatic. Most game players are aware of Invader annihilating techniques, but for those who are new to the Space Invader forum, here are some tips for gaining total pointage.

HIGH SCORE UFOS

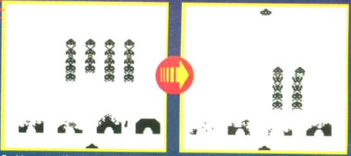
Shooting down the UFO is easy, but scoring 300 isn't. When you've shot 22 times, the UFO appears. Use your 23rd shot to blast it and score 300 points.



Shoot 22 times, then the UFO will streak across the screen. Use your 23rd shot to score 300 pts. After the first time, the UFO appears on the 14th shot.

CLEAR THE LINES

The easiest and fastest way to complete levels is to try to clear one line of invaders at a time. You don't need to clear lines consecutively, but that will also make it faster.



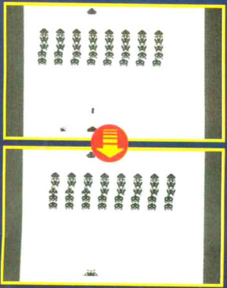
Position yourself next to the far left barrier and clear that line. Move on to the closest line with a clear shot path.

TWO-PLAYER MODE IS COOL!

Using the Game Link, you can play Space Invaders with a pal. The two-player mode is set up oddly, but that's what makes it so cool. Players see themselves on the bottom of their own screens. Opposing players appear as the UFOs at the top. You must not only avoid oncoming fire from the invaders, but you must also avoid the laser fire from the UFO. To make it even more interesting, they took out the barriers, so you have nowhere to hide.

SHOOT THROUH

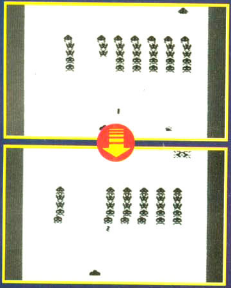
When the UFO fires, the shot goes through the invaders and right to the ground, so you need to pay great attention to the missile fire of the UFO.



When you see the UFO fire a missile, avoid the shot. It will not stop at an invader.

CAN YOU DO IT?

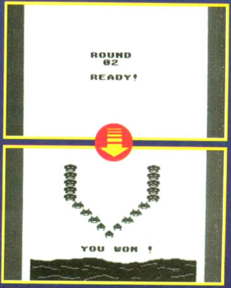
The faster that you clear invaders, the better your chances of winning the game. Use the same line clearing technique as shown above.



Clear one line at a time. Avoid being hit by invader or UFO missile fire.

LAST 10 ROUNDS

Keeping your cannons and clearing all of the invaders off of the screen takes a great amount of concentration and cooperation.



Can you and your pal make it all the way to the end without blasting each other out of space?

JEOPARDY!®

SPORTS EDITION

Football, baseball, basketball and just about every oddball you can think of make up the trivia categories in Jeopardy Sports Edition. Gametek does it again with this championship quiz game for Game Boy.

A IN THIS GAME, THE ANSWERS ARE QUESTIONS

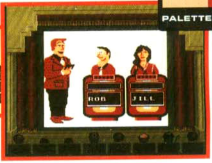
Q What's one of TV's most popular and successful quiz shows. What is Jeopardy? That's the name of the game in this special sports edition. The format is the same as always. Competitors choose from among six categories. All the categories are sports related such as Home Games, Managers and Golf. Under each category heading are five questions, each with a dollar value. After reading the answer, your job is to spell out the question within 40 seconds. If you get it right, you get to pick the next category and answer.

SUPER GAME BOY

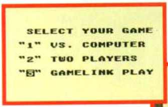
PALETTE 2F

We've recommended a Super Game Boy palette for you.

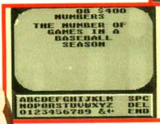
3000
4400
PATTY
MIKE



A IT CAN RESULT IN TWICE THE FUN



SELECT YOUR GAME
"1" VS. COMPUTER
"2" TWO PLAYERS
"3" GAMELINK PLAY



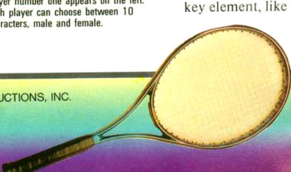
08 $400
NUMBERS
THE NUMBER OF GAMES IN A BASEBALL SEASON

ABCDEFGHIJKLM SPC
NOPQRSTUVWXYZ DEL
0123456789 &+ END

- 100
400
BOB
ANN

Player number one appears on the left. Each player can choose between 10 characters, male and female.

Q What is the two-player option of Jeopardy Sports Edition? Actually, there are two ways to get twice the play out of this game. Using the Game Link, you can hook up two Game Boys so each player has his or her own controls. You can also play using one Game Boy. In this case, each player controls one button of the Game Boy to "buzz in" when they want to respond to an answer. When they are given that answer, a player takes over the Game Boy in order to type out the correct question. Of course, you don't have to spell out the entire question, just the key element, like WARREN MOON in Who is Warren Moon?

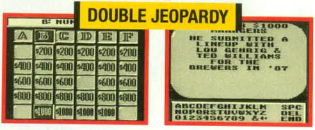


©&® 1994 JEOPARDY PRODUCTIONS, INC.

A THESE THREE ROUNDS MUST BE COMPLETED TO WIN

Q What are Jeopardy, Double Jeopardy and Final Jeopardy? Money, more money and all the money is what it comes down to in Jeopardy. In the first round, regular Jeopardy, the answers range from $100 to $500. Double Jeopardy jacks the jackpots from $200 to $1000. And you can wager it all on one final answer in Final Jeopardy.

DOUBLE JEOPARDY



B: NU

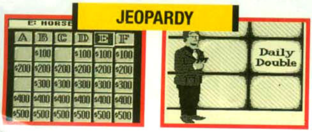
A	B	C	D	E	F
	$200	$200	$200	$200	$200
$400	$400	$400	$400	$400	$400
$600	$600	$600		$600	$600
$800	$800	$800	$800	$800	$800
	$1000	$1000	$1000	$1000	

$1000
MANAGERS
HE SUBMITTED A
LINEUP WITH
LOU GEHRIG &
TED WILLIAMS
FOR THE
BREWERS IN '87

ABCDEFGHIJKLM SPC
NOPQRSTUVWXYZ DEL
0123456789 &+ END

The trivia gets tougher as the bucks get bigger.

JEOPARDY

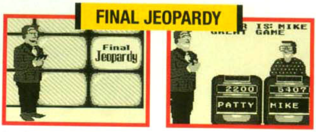


E: HORSE

A	B	C	D	E	F
	$100		$100	$100	$100
$200	$200	$200	$200	$200	$200
	$300	$300	$300	$300	$300
$400	$400	$400	$400	$400	$400
$500	$500	$500	$500	$500	$500

Bet a bundle on the Daily Double.

FINAL JEOPARDY



If you're behind, go for broke in Final Jeopardy.

A JEOPARDY WINNERS MUST BE FAST AND PLAY SMART

Q What are some tips for Jeopardy Sports Edition? Some of the questions are easy while other questions defy all but the best trivia buffs. If you recognize an answer and push the button, you'll have to enter in the question. When the question involves a person, just enter in the last name. If the question includes a number, like the number of teams in the NBA, just use the numbers (27) rather than spelling out the question. Some questions contain a lot of letters, so quickness counts. To move quickly from one side of the alphabet keyboard to the other, go off the left or right side. If you don't know a question, don't buzz in. Dollars are deducted from your total for missed questions.

NUMBERS

A The number of teams in Texas for the NFL, Major League Baseball and the NBA.

Q What are 7 teams?

OLYMPIC CITIES

A The '56 summer games were held in this city in December.

Q What is Melbourne?

MOVIES

A Dr. J and Kareem Abdul Jabbar appeared in the movie "The Fish That Saved" this city.

Q What is Pittsburgh?

HOME GAMES

A The California Angels play their home games in this county.

Q What is Orange County?

HIT MEN

A He has more pinch hits than any other player.

Q Who is Manny Mota?

NAME THE SPORT

A The magazine "Bird Chatter" is devoted to this sport.

Q What is Badminton?

FOOTBALL

A A wide open offense with four receivers and one running back.

Q What is the Run and Shoot?

AUTO RACING

A In auto racing, this pattern on the flag indicates the end of the race.

Q What is the Checkered Flag?

BOXING

A His statue was moved from the Philly Museum of Art to the West End RR tracks.

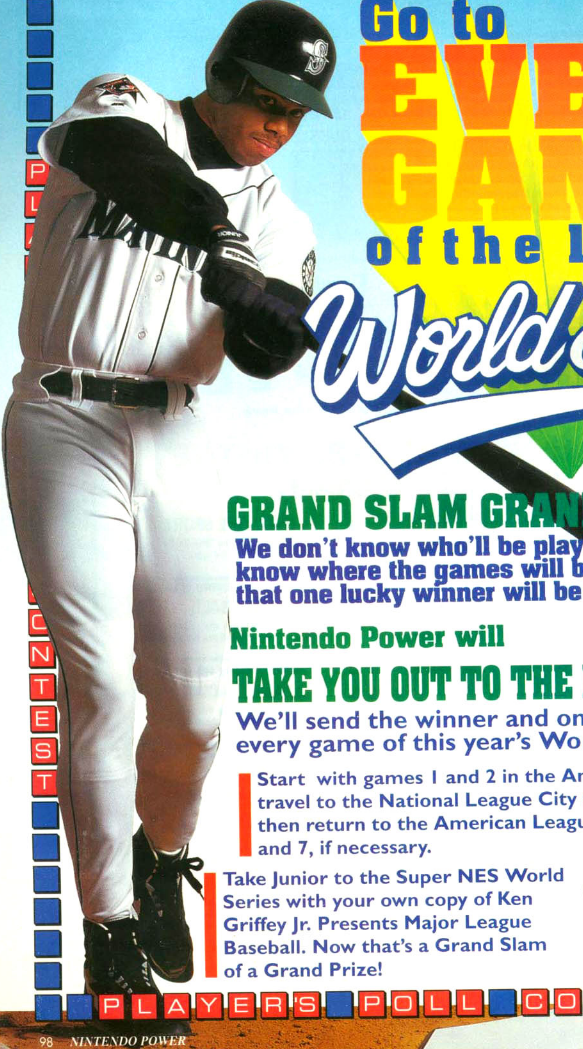
Q Who is Rocky?

BASEBALL MOSTS

A This catcher has won the most Gold Gloves.

Q Who is Johnny Bench?

EVERLAST
EVERLAST



Go to EVERY GAME of the 1994 World Series

GRAND SLAM GRAND PRIZE!

We don't know who'll be playing...We don't know where the games will be...We DO know that one lucky winner will be in the crowd!

Nintendo Power will

TAKE YOU OUT TO THE BALL GAMES

We'll send the winner and one guest to every game of this year's World Series!

Start with games 1 and 2 in the American League City, travel to the National League City for games 3, 4 and 5, then return to the American League city for games 6 and 7, if necessary.

Take Junior to the Super NES World Series with your own copy of Ken Griffey Jr. Presents Major League Baseball. Now that's a Grand Slam of a Grand Prize!

Nintendo
MAJOR LEAGUE BASEBALL
MARINERS
FREE INSIDE! Collector Baseball Card
SUPER NINTENDO

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.

B. Please indicate, in order of preference, your five favorite Game Boy games.

C. Please indicate, in order of preference, your five favorite NES games.

D. How old are you?

1. Under 6	3. 12-14	5. 18-24
2. 6-11	4. 15-17	6. 25 or older

E. Sex

1. Male 2. Female

F. Do you like the new Major League Baseball divisions and playoff structure?

1. Yes 2. No

G. How many Major League Baseball games do you attend each season?

1. None	3. 5-10 games
2. 1-4 games	4. More than 10 games

H. Would you be interested in joining an MLB fan club?

1. Yes 2. No

I. How often do you wear Major League Baseball clothes or accessories?

1. Often
2. Occasionally
3. Never

J. Rank the following team sports in order of importance, with 1 being most important, 5 being least important:

Baseball Basketball Football
Hockey Soccer

K. Who is your favorite current Major League player?

L. Which Major League team is your favorite?

Trivia Question: In what Country is the World Cup Soccer tournament being played in 1994?

Answers to the Player's Poll - Volume 62

Name________________ Tel.____________

Address________________________

City__________ State/Prov.__________ Zip/Postal________

Membership Number________________ Age____________

A. Indicate numbers from 1- 107(from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

B. Indicate numbers 108-171 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

C. Indicate numbers 172-221 (from the list on the back of the card) 1.____ 2.____ 3.____ 4.____ 5.____

D.	E.	F.	G.	H.	I.
1 2 3 4 5 6	1 2	1 2	1 2 3 4	1 2	1 2 3

J._ Baseball _ Basketball _ Football _ Hockey _ Soccer

K. Favorite Major League player________________

L. Favorite Major League team________________

Trivia Answer________________

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732

Super NES Games

1. ActRaiser
2. ActRaiser 2
3. Air Strike Patrol
4. Alien^3
5. Battletoads in Battlemaniacs
6. Battletoads & Double Dragon: The Ultimate Team
7. Breath of Fire
8. Bugs Bunny's Rabbit Rampage
9. Bulls vs. Blazers and the NBA Playoffs
10. Capcom's Soccer Shootout
11. Championship Soccer '94
12. Choplifter III
13. Clay Fighter Tournament Edition
14. Daffy Duck: The Marvin Missions
15. Desert Strike
16. Disney's Aladdin
17. Disney's Beauty and the Beast
18. Disney's Jungle Book
19. Double Dragon V: The Shadow Falls
20. Elite Soccer
21. Equinox
22. Fatal Fury 2
23. FIFA International Soccer
24. Final Fantasy II
25. Final Fantasy Mystic Quest
26. Final Fight 2
27. FireStriker
28. Flashback
29. The Flintstones: The Treasure of Sierra Madrock
30. F-Zero
31. Inspector Gadget
32. Joe & Mac 2
33. Jurassic Park
34. Ken Griffey Jr. Presents MLB
35. Kick-Off 3
36. The King of Dragons
37. Knights of the Round
38. The Legend of Zelda: A Link to the Past
39. Lester the Unlikely
40. Liberty or Death
41. Lord of the Rings
42. The Lost Vikings
43. Madden NFL '94
44. Mario Paint
45. Mega Man X
46. Mickey's Ultimate Challenge
47. Monopoly
48. Mortal Kombat
49. NBA All-Star Challenge
50. NBA Jam
51. NCAA Basketball
52. NHLPA Hockey '93
53. NHL Hockey '94
54. NHL Stanley Cup
55. Pele!
56. Pilotwings
57. Road Runner's Death Valley Rally
58. Rock 'N Roll Racing
59. Secret of Mana
60. The Seventh Saga
61. Side Pocket
62. SimAnt
63. SimCity
64. The Simpsons: Bart's Nightmare
65. Spider-Man and the X-Men in Arcade's Revenge
66. Star Fox
67. Star Trek: The Next Generation
68. Street Fighter II
69. Street Fighter II: The World Warrior
70. Stunt Race FX
71. Super Black Bass
72. Super Bomberman
73. Super Castlevania IV
74. Super Empire Strikes Back
75. Super Ghouls 'N Ghosts
76. Super Loopz
77. Super Mario All-Stars
78. Super Mario Kart
79. Super Mario World
80. Super Metroid
81. Super NBA Basketball
82. Super Solitaire
83. Super Star Wars
84. Super Street Fighter II Turbo
85. Super Strike Eagle
86. T2: The Arcade Game
87. Tecmo Super Bowl
88. Tetris 2
89. Tiny Toon Adventures — Buster Busts Loose
90. TMNT IV: Turtles in Time
91. TMNT Tournament Fighter
92. Top Gear
93. Top Gear 2
94. Turn and Burn: No-Fly Zone
95. The Twisted Tales of Spike McFang
96. Vegas Stakes
97. Wicked 18
98. Wing Commander: The Secret Wars
99. Winter Extreme Skiing and Snowboarding
100. Winter Olympic Games
101. Wolfenstein 3-D
102. World Cup USA '94
103. WWF Royal Rumble
104. X-Kaliber
105. Yoshi's Cookie
106. Young Merlin
107. Zombies Ate My Neighbors

Game Boy Games

108. Alien^3
109. Baseball
110. Batman: Return of the Joker
111. Batman: The Animated Adventure
112. Battletoads
113. Battletoads in Ragnarok's World
114. Bionic Commando
115. Black Bass Lure Fishing
116. Caesars Palace
117. Castlevania II: Belmont's Revenge
118. Disney's Jungle Book
119. Donkey Kong
120. Dr. Mario
121. F-1 Race
122. Faceball 2000
123. Final Fantasy Adventure
124. Final Fantasy Legend
125. Final Fantasy Legend II
126. Final Fantasy Legend III
127. Gargoyle's Quest II
128. Golf
129. Jeopardy Sports!
130. Jurassic Park
131. Kirby's Dreamland
132. Kirby's Pinball Land
133. The Legend of Zelda: Link's Awakening
134. Looney Tunes
135. Mega Man in Dr. Wily's Revenge
136. Mega Man II
137. Mega Man III
138. Mega Man IV
139. Metroid II: Return of Samus
140. Monopoly
141. Monster Max
142. Mortal Kombat
143. NBA Challenge 2
144. Operation C
145. Pac-Man
146. The Ren & Stimpy Show
147. The Simpsons: Escape from Camp Deadly
148. The Simpsons: Bart and the Beanstalk
149. Solitaire Funpak
150. Space Invaders
151. Spider-Man & The X-Men in Arcade's Revenge
152. Stomp That Roach
153. Super Mario Land
154. Super Mario Land 2 — 6 Golden Coins
155. Super R.C. Pro Am
156. Star Trek: The Next Generation
157. Tarzan
158. Tecmo Bowl
159. Tetris
160. Tetris 2
161. Tiny Toon Adventures
162. Tom & Jerry: Frantic Antics
163. TMNT: Back from the Sewers
164. TMNT: The Fall of the Foot Clan
165. TMNT III: Radical Rescue
166. Ultima—Runes of Virtue II
167. Wario Land: Super Mario Land 3
168. WWF King of the Ring
169. Yoshi
170. Yoshi's Cookie
171. Zen Intergalatic Ninja

NES Games

172. The Addams Family: Pugsley's Scavenger Hunt
173. Baseball Stars
174. Batman Returns
175. Battletoads
176. Battletoads and Double Dragon
177. Blades of Steel
178. Bonk's Adventure
179. Caesars Palace
180. Castlevania III — Dracula's Curse
181. Darkwing Duck
182. Disney's Duck Tales
183. Disney's Duck Tales 2
184. Disney's Chip 'N Dale Rescue Rangers 2
185. Disney's Jungle Book
186. Dragon Warrior
187. Dragon Warrior II
188. Dragon Warrior III
189. Dragon Warrior IV
190. Dr. Mario
191. Final Fantasy
192. Jurassic Park
193. Kirby's Adventure
194. The Legend of Zelda
195. Mega Man
196. Mega Man II
197. Mega Man III
198. Mega Man IV
199. Mega Man V
200. Mega Man VI
201. Metroid
202. Monopoly
203. Ms. Pac-Man
204. NES Open Tournament Golf
205. Pac-Man
206. Super Mario Bros.
207. Super Mario Bros. 2
208. Super Mario Bros. 3
209. Teenage Mutant Ninja Turtles
210. Tecmo Bowl
211. Tecmo NBA Basketball
212. Tecmo Super Bowl
213. Tetris
214. Tetris 2
215. TMNT Tournament Fighter
216. TMNT II: The Arcade Game
217. TMNT III: The Manhattan Project
218. Yoshi
219. Yoshi's Cookie
220. Zelda II: The Adventure of Link
221. Zoda's Revenge: Star Tropics II

Place
Stamp
Here

Nintendo Power
P.O. BOX 97062
Redmond, WA 98073-9762

BACK ISSUE / TIP BOOK ORDER FORM

If you missed these classic Nintendo Power issues, don't miss out now! Prices listed include the cover price plus the cost of shipping and handling.

Name

Address

City State/ Prov. Zip/Postal

( )

Phone Membership No.

Please check method of payment:

☐ Check or Money Order ☐ MasterCard ☐ Visa

(Payable to Nintendo)

Credit Card Number Expiration Date

( )

Cardholder's Signature Telephone No.

Cardholder's Name

Item	Quantity (Limit 5 of each issue)	Issue	U.S. Price	Canadian Price	Total Amount
#26213		Volume 46 (Mar. '93)	$4.50	$6.00	$
#26214		Volume 47 (Apr. '93)	$4.50	$6.00	$
#26215		Volume 48 (May '93)	$4.50	$6.00	$
#26216		Volume 49 (June '93)	$4.50	$6.00	$
#26217		Volume 50 (July '93)	$4.50	$6.00	$
#26218		Volume 51 (Aug. '93)	$4.50	$6.00	$
#26219		Volume 52 (Sept. '93)	$4.50	$6.00	$
#26220		Volume 53 (Oct. '93)	$4.50	$6.00	$
#26221		Volume 54 (Nov. '93)	$4.50	$6.00	$
#26222		Volume 55 (Dec. '93)	$4.50	$6.00	$
#27647		Volume 56 (Jan. '94)	$4.50	$6.00	$
#27648		Volume 57 (Feb. '94)	$4.50	$6.00	$
#27649		Volume 58 (Mar. '94)	$4.50	$6.00	$
#27650		Volume 59 (Apr. '94)	$4.50	$6.00	$
#27651		Volume 60 (May '94)	$4.50	$6.00	$
#27652		Volume 61 (June '94)	$4.50	$6.00	$
#20685		Set (Vol. 1-6)	$24.00	$26.00	$
#24949		Set (Vol. 13-19)	$24.00	$26.00	$
#26641		Set (Vol. 20-25)	$24.00	$26.00	$
#27127		Set (Vol. 26-31)	$24.00	$26.00	$
#28404		Set (Vol 32-37)	$24.00	$26.00	$
Note: Issues and sets not on this list are sold out, or available in very limited quantities.					
		Strategy Guides			
#19687		Super Mario Bros. 3 (Vol. 13)	$4.50	$6.00	$
#20683		Ninja Gaiden II (Vol. 15)	$4.50	$6.00	$
#21121		Final Fantasy (Vol. 17)	$4.50	$6.00	$
#21175		4-Player Extra (Vol. 19)	$4.50	$6.00	$
		Tip Books			
#6979		The Legend of Zelda: Tips and Tactics	$4.95	$6.00	$
#4405		How to Win at Super Mario Bros.	$4.95	$6.00	$
		Players' Guides			
#22403		NES Game Atlas	$18.00	$25.50	$
#22404		Game Boy	$18.00	$25.50	$
#23247		Mario Mania	$18.00	$25.50	$
#24330		Super NES	$18.00	$25.50	$
#25013		Zelda-A Link to the Past	$18.00	$25.50	$
#25956		Top Secret Password Book	$18.00	$25.50	$
#27919		Mario Paint	$13.00	$17.50	$
#27646		Street Fighter II Turbo	$18.00	$25.50	$
#28402		Super Mario All-Stars	$18.00	$25.50	$
#27645		Zelda-Link's Awakening	$13.00	$17.50	$
#29022		Super Metroid	$13.00	$17.50	$
		Graphic Novels			
#27642		The Legend of Zelda Comic Book	$13.00	$17.50	$
#27643		Super Mario Adventures Comic Book	$12.00	$16.00	$

Washington State residents add 8.2% sales tax (multiply subtotal by .082). Offer valid while supplies last! Allow six to eight weeks for delivery. Enclose this card along with your payment or credit card information in a stamped envelope and mail them to this address: Nintendo Power Magazine, P.O. Box 97032, Redmond, WA 98073-9732

Subtotal $

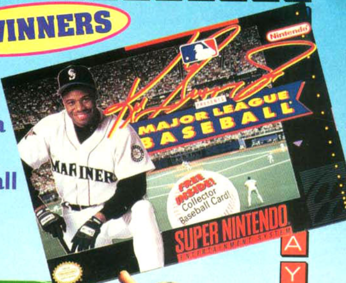
Sales Tax $

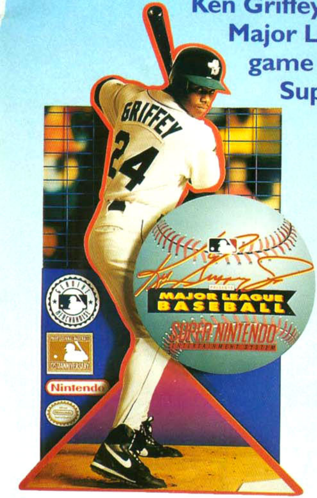
Total $

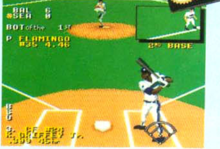
SECOND PRIZE:

5 WINNERS

Batter up! Let Junior crowd home plate—in your home. Win a life-size, freestanding display of Ken Griffey Jr. *and* a Ken Griffey Jr. Presents Major League Baseball game pak for your Super NES!


Nintendo
Ken Griffey Jr. Presents
MAJOR LEAGUE BASEBALL
MARINERS
FREE INSIDE! Collector Baseball Card!
SUPER NINTENDO ENTERTAINMENT SYSTEM


GRIFFEY
24
MAJOR LEAGUE BASEBALL
SUPER NINTENDO ENTERTAINMENT SYSTEM
Nintendo


BAL 6
SEA 8
BOT of the 1ST
P FLAMINGO
#35 4.46
2ND BASE

THIRD PRIZE:

Step up to the plate sporting your own Nintendo Power T-shirt.

50 WINNERS

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 62, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

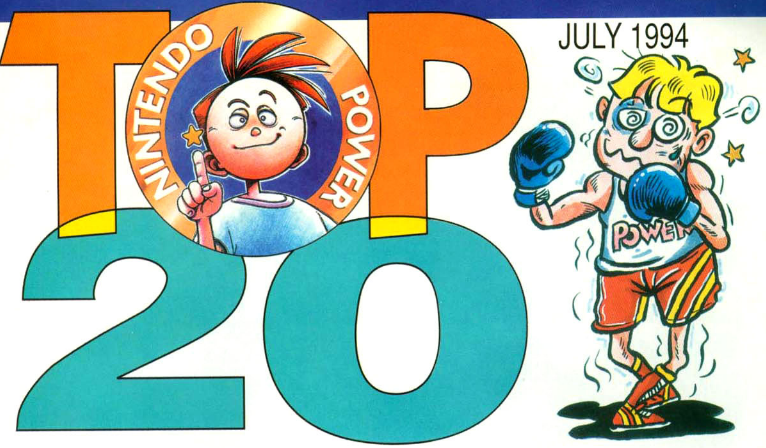
NINTENDO POWER
PLAYER'S POLL VOL. 62
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than August 1, 1994. We are not responsible for lost or misdirected mail. On or about August 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after August 31, 1994, send your request to the address above.

GRAND PRIZE: NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated value of the trip is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Void where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

TOP 20

JULY 1994



With Baseball season in full swing, it is no surprise that Ken Griffey Jr. Presents MLB is so popular. Both NBA Jam and Ken Griffey Jr. better watch out though, Samus is blasting her way to the top with strong Pro and Player support!

SUPER NES

1 25,781 POINTS
5 MONTHS

NBA JAM

The Jam is hot and it's still at the top of the charts! How can you compete with a game like this?

2 14,592 POINTS
4 MONTHS

KEN GRIFFEY JR. PRESENTS MLB

Baseball season is in full swing, and Ken Griffey Jr. has hit a home run with this great game.

3 12,371 POINTS
30 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST

When a game is as big as The Legend of Zelda, the Player Picks will keep it at the top!

4 10,674 POINTS

SUPER METROID

Samus is shooting her way toward the number one spot. Only the Mother Brain blocks her path.

5 8,441 POINTS

MORTAL KOMBAT

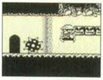
The fighting is fierce when it comes to fighting games, and Mortal Kombat gets the votes.

6	7,909 POINTS	STREET FIGHTER II TURBO
7	7,219 POINTS	MEGA MAN X
8	5,775 POINTS	SUPER MARIO ALL-STARS
9	5,660 POINTS	SUPER MARIO KART
10	5,603 POINTS	SECRET OF MANA
11	4,809 POINTS	DISNEY'S ALADDIN
12	4,058 POINTS	FINAL FANTASY II
13	3,945 POINTS	NHL STANLEY CUP
14	3,941 POINTS	STAR FOX
15	3,676 POINTS	STUNT RACE FX
16	3,481 POINTS	MARIO PAINT
17	3,307 POINTS	JURASSIC PARK
18	3,187 POINTS	SIMCITY
19	3,155 POINTS	BUGS BUNNY RABBIT RAMPAGE
20	2,819 POINTS	SUPER STREET FIGHTER II

GAME BOY

1 21,220 POINTS
5 MONTHS

WARIO LAND: SUPER MARIO LAND 3



Wario is king! Long live Wario! Greed is good when you play Wario's game.

2 13,987 POINTS
15 MONTHS

THE LEGEND OF ZELDA: LINK'S AWAKENING

Zelda is still the top Player's Pick for Game Boy. A tough game like this will keep you playing.

3 11,162 POINTS
18 MONTHS

KIRBY'S DREAM LAND

Enemies taste great! At least Kirby thinks so. King Dedede isn't safe with this hero on his tail!

4 10,578 POINTS

TETRIS

What can you say? A game as addictive as Tetris has got to be popular.

5 10,523 POINTS

SUPER MARIO LAND 2: 6 GOLDEN COINS

Mario is still rocking the Game Boy charts, but he has slipped down to number five.

6	10,244 POINTS	KIRBY'S PINBALL LAND
7	9,247 POINTS	METROID II: RETURN OF SAMUS
8	8,650 POINTS	SUPER MARIO LAND
9	7,378 POINTS	MORTAL KOMBAT
10	7,045 POINTS	TETRIS 2
11	6,072 POINTS	DONKEY KONG
12	5,261 POINTS	FACEBALL 2000
13	4,459 POINTS	DR. MARIO
14	4,223 POINTS	FINAL FANTASY LEGEND III
15	4,181 POINTS	JURASSIC PARK
16	3,478 POINTS	MEGA MAN IV
17	3,417 POINTS	FINAL FANTASY LEGEND II
18	3,376 POINTS	TMNT: FALL OF THE FOOT CLAN
19	3,162 POINTS	F-1 RACE
20	2,696 POINTS	GOLF

NES

1 14,237 POINTS
70 MONTHS

THE LEGEND OF ZELDA

As long as Link continues to fight, players will continue to help him beat Ganon.

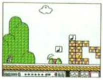
2 13,888 POINTS
5 MONTHS

MEGA MAN VI

This time everyone is out to stop the little blue warrior. This game is Mega-hot!

3 11,173 POINTS
58 MONTHS

SUPER MARIO BROS. 3



These Mario Brothers are a couple of popular guys. Their mother would be proud.

4 10,040 POINTS

TETRIS 2

With Tetris being so popular, you know that its sequel would rock the charts as well!

5 8,837 POINTS

DR. MARIO

The viruses must be stopped, and only a doctor can help. Dr. Mario that is!

6	8,338 POINTS	KIRBY'S ADVENTURE
7	8,019 POINTS	ZODA'S REVENGE: STAR TROPICS II
8	6,936 POINTS	TMNT III: THE MANHATTAN PROJECT
9	6,736 POINTS	METROID
10	6,534 POINTS	ZELDA II: THE ADVENTURE OF LINK
11	5,618 POINTS	FINAL FANTASY
12	5,379 POINTS	BATTLETOADS
13	5,349 POINTS	TETRIS
14	4,766 POINTS	DRAGON WARRIOR IV
15	4,209 POINTS	PAC-MAN
16	3,910 POINTS	TECMO SUPER BOWL
17	3,787 POINTS	BASEBALL STARS
18	3,626 POINTS	SUPER MARIO BROS. 2
19	3,352 POINTS	MANIAC MANSION
20	3,149 POINTS	JURASSIC PARK

NOW PLAYING

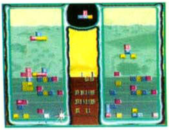
JULY
1994

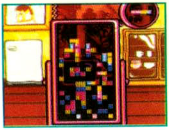
LOOK FOR THESE RELEASES SOON

TETRIS 2

Company	Nintendo
Suggested Retail Price	$49.99
Release Date	July 1994
Memory Size	8 Megabits
Game Type	Puzzle action for one or two players

Tetris fanatics might just as well say goodbye to their lives for the next few months because the biggest and most challenging Tetris game ever is now ready to mesmirize them. Nintendo's Tetris 2 combines the familiar tetrad shapes with colored blocks (as in Dr. Mario) and entirely new shapes to keep players on their toes. Besides the regular game and two-player option, there's also a logic puzzle feature similar to that in Yoshi's Cookie for players who think that sleep is overrated. Even in the regular game, you'll find that tetrads can break apart and fill in areas or behave in ways that will blow your mind and keep you tetrasized for hours on end. Although similar to the NES and Game Boy versions, this Tetris 2 has the best and the most.This month's issue covers the ultimate puzzler, Tetris 2, and gives you some expert tips.





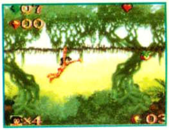
+ Super NES owners now have available the best Tetris experience for any game or computer system. Great action in the two-player game and great challenge in the logic puzzle mode.

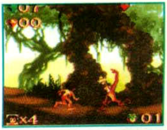
− The great Russian music of the original Tetris is sadly missing, replaced by some rather sad tunes.

DISNEY'S JUNGLE BOOK

Company	Virgin Games
Suggested Retail Price	$62.99
Release Date	July 1994
Memory Size	16 Megabits
Game Type	Cartoon action for one player

Mowgli the man cub has to escape from the jungle now that Shere Khan has returned to his old haunts in Virgin Games' excellent platform game based on the Disney Jungle Book classic. If you venture into the jungle, you'll meet a dangerous menagerie of animals. You'll swing from the vines, climb giant trees, explore ancient ruins and meet old friends like Baloo along the trail. Virgin took a long time to finish this game, but in the end it was worth the wait. The animation and music convey the feeling of the movie while the action is fast, furious and fun. Open the pages of the Power Jungle Book review this month for the bear facts on jungle survival.





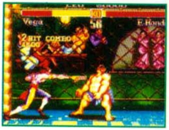
+ Good play control and lots of challenge make Jungle Book a good game for any age, not just younger players. Excellent graphics and fun music including several pieces from the movie.

− More story/adventure elements from the movie and interaction of characters would have added to the atmosphere. Some of the tasks, like collecting jewels, have little to do with the story.

SUPER STREET FIGHTER II

Company .... **Capcom**
Suggested Retail Price .... **Not Available**
Release Date .... **July 1994**
Memory Size .... **32 Megabits**
Game Type ...... **Street fighting tournament for one or two players**

The third time is the charm when it comes to Super Street Fighter II, the third SF II game in the series from Capcom. All the options you could possibly want in a fighting game make Super SF II the ultimate fighting experience. The four new characters add a fresh look and cool new moves to the familiar game. Overall, the graphics have been improved in this monster 32-megabit pak, but the variety of play, from tournaments to single match challenges, may be the greatest improvement. Don't miss the review of Super SF II in this month's issue.



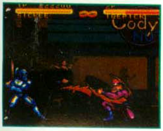
+ Great play control and new characters, moves and options. Total fun.

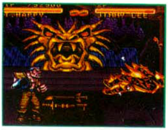
− This is the Street Fighter II that fans should have, but they may not be willing to shell out more bucks.

DOUBLE DRAGON V: THE SHADOW FALLS

Company .... **Tradewest**
Suggested Retail Price .... **Not Available**
Release Date .... **July 1994**
Memory Size .... **24 Megabits**
Game Type .... **Tournament fighting for one or two players**

The Double Dragon legacy continues in a new form in this fighting tournament game that uses Billy and Jimmy Lee as well as numerous characters from the animated TV show. At 24 megabits, Double Dragon V weighs in with the big boys, and a lot of that memory shows up in the graphics. The characters all have original moves, some of which are very cool or funny. Look in the Power review this month for the lowdown on the Shadow and all his cronies.





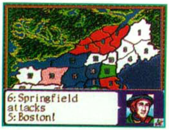
+ Fun graphics and animation, including some great fighting moves. You can customize fighters' skill levels.

− The challenge isn't as high as some street fighting games.

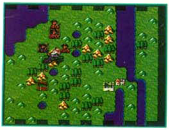
LIBERTY OR DEATH

Company .... **Koei**
Suggested Retail Price **$72.95**
Release Date .... **June 1994**
Memory Size .... **10 Megabits**
Game Type .... **Historical war strategy**

Koei's look at the American Revolution includes George Washington and other revolutionary heroes and villains. Like all Koei games, realism plays a key role. You'll have to muster forces, make troop movements and plot strategies as you command either the Colonial or British land and naval forces. Celebrate this July 4th with Nintendo Power as we thrash the red coats all over again.



6: Springfield attacks 5: Boston!



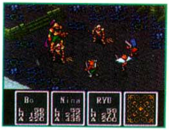
+ The graphics and sound enhance the feeling of the American Revolution. Realistic. Deep. Better interface than many previous historical strategy games.

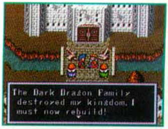
− Action gamers will have to slow down their pace.

BREATH OF FIRE

Company .... **Square Soft**
Suggested Retail Price .... **Not Available**
Release Date .... **July 1994**
Memory Size .... **12 Megabits**
Game Type .... **RPG**

The hero of the Light Dragons sets off to avenge his lost sister by destroying the Dark Dragons. Square Soft brings one of the RPG hits of the year to the U.S. with Breath Of Fire, which was a Capcom release in Japan. The game spans a wide world of magic and mystery in which you control a party of eight adventurers, half of them beastial and half semi-human. As you search for the power that will let you become a true dragon, you'll have to fight many battles in traditional RPG menu-selection style. For the hidden clues and maps that will ease your journey, turn to this month's adventure review.





The Dark Dragon Family destroyed my kingdom. I must now rebuild!

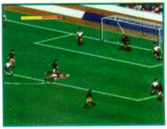
+ Good depth and variety of play due to the many characters in your party. The game isn't as linear as some RPGs such as Final Fantasy II. Lots of exploration without endless battles required for building your levels.

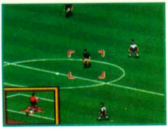
− Limited magic. More fighting than adventure fans might like. Standard story and themes.

FIFA INTERNATIONAL SOCCER

Company	Electronic Arts
Suggested Retail Price	$55.95
Release Date	July 1994
Memory Size	8 Megabits
Game Type	Soccer for up to five players

Electronic Arts pulled out all the stops when they put together this masterful piece of soccer magic. Great animation, play control and artificial intelligence make the game seem almost as real as being in the stadium. And if you play the five-player option, it'll be just as loud and crowded as if you were really there. The cheering section is led by this month's Sports Scene review.





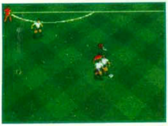
+ Excellent animation and play control. Five-player option. Very realistic and fun.

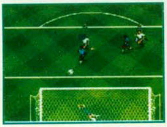
− The learning curve isn't quite as fast as with simpler soccer games. The off-screen arrow system can be confusing.

ELITE SOCCER

Company	Gametek
Suggested Retail Price	Not Available
Release Date	July 1994
Memory Size	8 Megabits
Game Type	Soccer for up to five players

Fast, fast, fast action on the soccer pitch is what you'll get with Elite Soccer. Like all of the soccer games covered in this month's Sports Scene, Elite Soccer celebrates the international soccer binge that surrounds this year's World Cup. Although this game is less realistic than some, it has some great features like the ability to change strategies instantly.





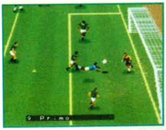
+ Fast, easy to learn and fun. A five-player option for systems using a multi-player adapter.

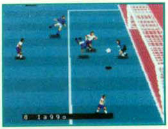
− Low on the realism scale. More of an arcade soccer feel.

CAPCOM'S SOCCER SHOOTOUT

Company	Capcom
Suggested Retail Price	Not Available
Release Date	July 1994
Memory Size	12 Megabits
Game Type	Soccer for up to five players

Megaman Soccer is going to have to take a backseat to its big brother at Capcom, because Soccer Shootout turns out to be one of the best of the class of '94. Once again, you'll find yourself challenging for soccer supremacy with up to five players plugged in at once. You can even take the action inside for the super fast action of indoor soccer. Check out all the great features in the Sports Scene this month.





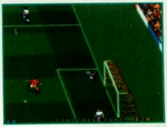
+ Excellent graphics and realism. Good training mode. Five-player option. Passwords and tournaments.

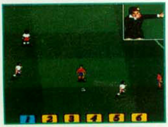
− Only 12 teams to choose from. The music, fortunately, can be switched off.

KICK-OFF 3

Company	Imagineer
Suggested Retail Price	Not Available
Release Date	July 1994
Memory Size	8 Megabits
Game Type	Soccer for one or two players

The blimp cam view can bring home the feeling of international soccer only if attention is paid to the details as it is in Kick-Off 3. The small, quick characters look good and the play control is right on. Tournament play includes an option for four players to challenge each other in two-player matches. Kick-Off 3 also includes possibly the best use of players with special skills in a soccer game. Get the big picture in the Sports Scene special soccer roundup.





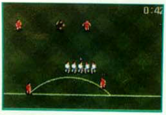
+ Excellent options. Fast play. Good training mode.

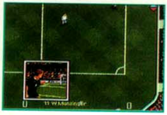
− The graphics aren't overly impressive, but they don't take away from the fun. Long passwords.

WORLD CUP USA '94

Company	U.S. Gold
Suggested Retail Price	Not Available
Release Date	July 1994
Memory Size	12 Megabits
Game Type	Soccer for one or two players

Striker, this year's World Cup mascot, appears everwhere in U.S. Gold's soccer sim except on the pitch. This is an overhead view with smallish characters, but good speed and realism. With 32 teams, you and a friend can compete for the ultimate soccer prize, the World Cup. Sports Scene takes a look in this month's soccer showdown.





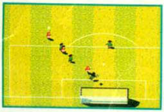
+ Fast and fun on the field. Battery backed-up memory. Official World Cup logos and license.

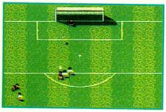
− Selection menus have awkward identification icons that will keep players hunting for the action.

CHAMPIONSHIP SOCCER

Company	Sony Imagesoft
Suggested Retail Price	Rental Only
Release Date	July 1994
Memory Size	4 Megabits
Game Type	Soccer for one or two players

If you watched a soccer match from earth orbit, it might look something like Sony's Championship Soccer. This shuttle cam view shows a wide area of the field, but don't expect lots of detail or animation. Although the game is only four megabits, it holds so many teams you may never get around to trying them all out. Sports Scene places Championship Soccer under the microscope to bring it into focus.





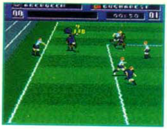
+ Lots of teams. Battery backed-up memory.

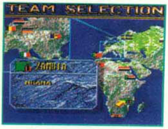
− Unrealistic play. Poor graphics.

PELÉ!

Company	Accolade
Suggested Retail Price	$59.95
Release Date	July 1994
Memory Size	8 Megabits
Game Type	Soccer for one or two players

The great Brazilian soccer champ puts his stamp on this soccer sim from Accolade. Pelé! joins the melee of soccer games and adds some unique features like the ability to edit the strengths of individual players to create super teams. Unfortunately, Pelé didn't leave more of a mark. He appears only as the giver of advice, and never actually appears on the pitch.





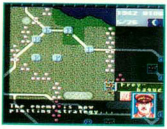
+ Custom editing of teams.

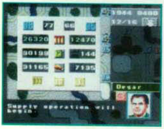
− Awkward, unattractive graphics and slow action.

OPERATION EUROPE: PATH TO VICTORY

Company	Koei
Suggested Retail Price	$76.95
Release Date	July 1994
Memory Size	10 Megabits
Game Type	Historical war strategy

If you plug in Koei's Operation Europe, be prepared to spend about as much time reliving World War II as it took to fight it in the first place. The strategy of this historical war simulation and strategy game is fascinating and very deep. Historically, the six critical scenarios that you can play are realistic and well-researched. You can play as the chief of operations for either the Allied or Axis forces. You do everything from ordering attacks to moving individual units both before and during battle. If you choose to watch battles unfold, you'll see each unit moving about on a close-up aerial view of the battlefield, and you'll see the direct effects of combat on each unit. Even though the battles seem to last forever, it's a good idea to watch at least a few of them at first in order to learn how different units fare when faced with combat. The scenarios include the Occupation of France, The Desert War in North Africa, the Invasion of Normandy, and the Battles of the Bulge, Kursk and Berlin. Tactics, the heart of the game, include sending units into battle, on sabotage raids, into defensive positions or into support roles. If you've never played a war simulation before, but you've always thought you might like to try one, this is the one to try.





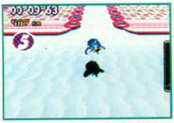
+ Historical accuracy. Great strategic depth. Good interface. Battery backed-up memory.

− Extremely long playing. Movements and battles can seem to take forever. Not a game for impatient players.

FREEWAY FLYBOYS

Company .... Seika
Suggested Retail Price .... Not Available
Release Date .... July 1994
Memory Size .... 8 Megabits
Game Type .... Cartoon racing for one player

What would happen if you combined F-Zero with the Care Bears? Well, you'd probably get arrested, but what you'd get on the screen might resemble Freeway Flyboys. So where does all this weirdness come from? On the planet Daisy Age there is an annual race called the Astro Go Go between five top racers. When you join the race, you'll launch into a wild, high speed, Mode 7 affair with lots of jumps and opponents that look like Barney's goofier cousins. You can race the entire circuit or try to set the record in time trials.



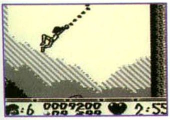
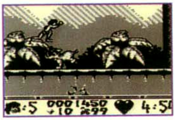
+ The racing can be fun, particularly for younger players.

- Not much challenge. Weird themes and characters.

DISNEY'S JUNGLE BOOK

Company .... Virgin Games
Suggested Retail Price $29.99
Release Date .... July 1994
Memory Size .... 1 Megabit
Game Type .... Cartoon action for one player

The classic animated film comes to video life in this Game Boy adaptation of Virgin's NES game. Mowgli has to make his way through the jungle while avoiding snakes, monkeys, and other pests. He'll meet up with the Dawn Patrol, Baloo and many other Disney characters. This month's review takes you into the heart of the jungle.

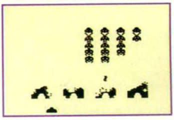
+ Good play control, graphics and music.

- Almost identical to the NES version.

SPACE INVADERS

Company .... Taito
Suggested Retail Price .... Not Available
Release Date .... July 1994
Memory Size .... 256 Kilobits
Game Type .... Arcade shooter for one or two players

One of the first arcade hits, Space Invaders, has arrived for Game Boy thanks to Taito. Players can relive the simple, yet forever interesting challenge of blasting advancing lines of space mutants with a taste for earthling stew. For strategy tips and a look at the game, turn to this month's review in Power.



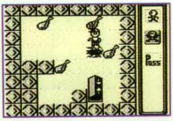
+ The game's a classic. Two-player action can be played with two Game Linked units. Great nostalgia value.

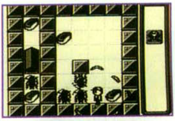
- It's pretty simple in comparison to today's generation of sophisticated games.

STOP THAT ROACH

Company .... Absolute
Suggested Retail Price $26.95
Release Date .... April 1994
Memory Size .... 1 Megabit
Game Type .... Combat simulation for one player

This puzzle game from Koei will have you stomping imaginary insects with frustration. With a limited number of moves in every puzzle, you have to figure out how to get rid of the roaches that are present. It isn't easy, but you have some ingenious methods to use. The master of strategy games have come up with a unique puzzle that uses a different kind of strategy. This month's review looks at practical pesticide.





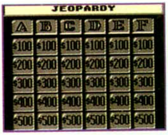
+ You can skip puzzles and come back to them at your leisure. Passwords for the 100 levels. Built-in help mode.

- Some puzzles may be too tough and difficutly is not necessarily progressive.

JEOPARDY SPORTS EDITION

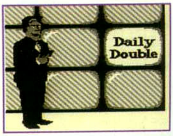
Company .... Gametek
Suggested Retail Price .... Not Available
Release Date .... July 1994
Memory Size .... 1 Megabit
Game Type .... TV quiz for one or two players

The popular game show that asks answers instead of questions now plunges players into the microcosm of sports trivia. With Double Jeopardy, Final Jeopardy and the Daily Double, Jeopardy Sports Edition for Game Boy conveys much of the atmosphere of real Jeopardy. You'll have to spell out the questions rather than yelling them, but the challenge is every bit as tough as the real thing. Test yourself with a few answers in this month's review.



JEOPARDY

A	B	C	D	E	F
$100	$100	$100	$100	$100	$100
$200	$200	$200	$200	$200	$200
$300	$300	$300	$300	$300	$300
$400	$400	$400	$400	$400	$400
$500	$500	$500	$500	$500	$500



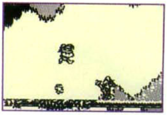
+ Fun questions and lots of challenge. Two-player options.

- Simple graphics, but they don't really detract from the game.

TARZAN

Company .... Gametek
Suggested Retail Price .... Not Available
Release Date .... July 1994
Memory Size .... 1 Megabit
Game Type .... Action for one player

Raised by great apes in equatorial Africa, young Lord Greystoke, a.k.a. Tarzan, grew up knowing nothing of his noble heritage in England. Instead, he learned the language of the jungle and the laws of survival. Now Gametek is bringing the legend to you in a sprawling Game Boy saga. Although this is a side-scroller, the areas are as vast as the jungle and fun to explore. Join our safari in this month's Power review.



+ Fun story line and really big areas to explore.

– Hit detection is poor and the pace of play is fairly slow because Tarzan can't run.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
BREATH OF FIRE	SQUARE SOFT	1P/BATT	3.8	3.1	3.9	3.8	RPG
CAPCOM'S SOCCER SHOOTOUT	CAPCOM	5P-S/PASS	3.3	3.7	3.4	3.3	SOCCER
CHAMPIONSHIP SOCCER	SONY IMAGESOFT	2P-S/BATT	2.7	3.1	3.0	3.1	SOCCER
DISNEY'S JUNGLE BOOK	VIRGIN GAMES	1P	4.4	3.6	3.2	3.6	ACTION
DOUBLE DRAGON V: THE SHADOW FALLS	TRADEWEST	2P-S	3.4	3.3	2.8	2.9	TOURNAMENT FIGHTING
ELITE SOCCER	GAMETEK	5P-S/PASS	2.8	3.4	3.3	2.9	SOCCER
FIFA INTERNATIONAL SOCCER	ELECTRONIC ARTS	5P-S/PASS	3.5	3.9	3.7	3.4	SOCCER
FREEWAY FLYBOYS	SEIKA	1P/BATT	3.3	3.3	2.4	2.8	RACING
KICK-OFF 3	IMAGINEER	2P-S/PASS	2.8	2.8	3.0	2.7	SOCCER
LIBERTY OR DEATH	KOEI	2P-A/BATT	3.2	2.7	3.4	3.7	STRATEGY
OPERATION EUROPE: PATH TO VICTORY	KOEI	2P-A/BATT	2.8	2.4	3.0	3.6	STRATEGY
PELÉ	ACCOLADE	2P-S/PASS	2.8	3.0	2.7	2.8	SOCCER
SUPER STREET FIGHTER II	CAPCOM	2P-S	3.8	4.0	4.1	3.2	TOURNAMENT FIGHTING
TETRIS 2	NINTENDO	2P-S/PASS	3.6	4.2	3.9	3.8	PUZZLE ACTION
WORLD CUP USA '94	U.S. GOLD	2P-S/BATT	3.0	2.7	3.3	3.2	SOCCER

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
DISNEY'S JUNGLE BOOK	VIRGIN GAMES	1P	3.9	3.3	3.3	3.3	ACTION
JEOPARDY SPORTS EDITION	GAMETEK	2P-S	3.1	3.3	3.1	3.1	QUIZ
SPACE INVADERS	TAITO	2P-S	1.6	3.3	3.2	2.8	ARCADE
STOP THAT ROACH	KOEI	1P/PASS	2.5	2.6	2.9	3.1	PUZZLE ACTION
TARZAN	GAMETEK	1P	3.5	3.1	3.1	3.4	ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER

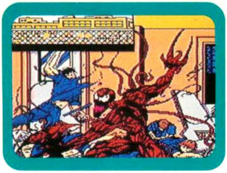
A LOOK INTO THE GAMES OF THE FUTURE

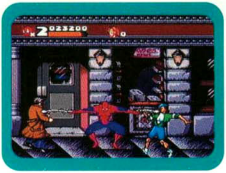
PAK WATCH

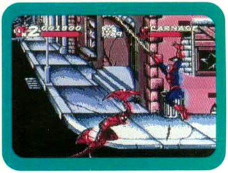
SPIDER-MAN AND VENOM: MAXIMUM CARNAGE

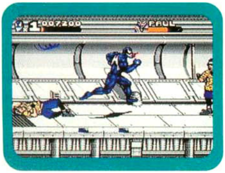
ACCLAIM

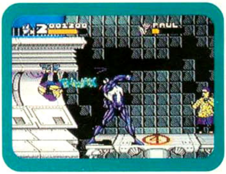
Spider-Man and Venom star in the latest Marvel from Acclaim featuring some of the best comic book video graphics ever. A seventy percent version of the comic action game for the Super NES was recently caught in your Pak Web, but you'll have to wait at least another few months before the grown up version gets snared in the stores. The first thing this Pak Watcher noticed was the super use of comic book art, including dialogue, in the cinema scenes at the beginning of the game and between stages. Not only do the cinema scenes look awesome, they read like a classic comic book and there's even a few animation effects thrown in to remind you that this is video. The development team at Software Creations is known for having some of the best sound programmers in the world, and the powerful rock soundtrack in Spider-Man doesn't disappoint. But most impressive of all is the play control of Spider-Man himself. In almost every previous Spider-Man game, the web slinger has been hampered by weak control for special moves like climbing, swinging and shooting his webbing. No more. Acclaim got it right this time, and it plays as smooth as silk, whether the webbed one is escaping or fighting. All this adds up to a major event when the game is released this August.

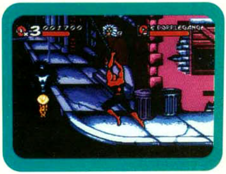








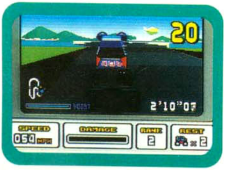


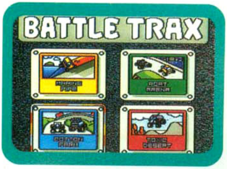


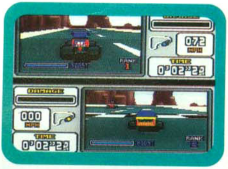
STUNT RACE FX

NINTENDO

Stunt Race FX is finally done and, although Pak Watchers and players around the world had to wait a few extra months, that patience has paid off in the most impressive action racing game ever. Stunt Race does it all, with the great play control that you would expect of a Nintendo game, and so many different ways to play that you'll never run out of challenges. The past few months of development have seen some cool new features added to Stunt Race, like a moving camera angle that lets you race from far behind your vehicle or right in the cockpit. A jump move was also included so that you can raise the body of your car to avoid crashes and damage. When you consider the great 3-D worlds you drive in, and the detailed polygon graphics that go whipping by at realistic speeds of up to 200 mph, this has got to be the best racer ever.


20
2'10"07
SPEED
050 MPH
DAMAGE
RANK
2
REST

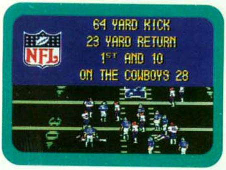

BATTLE TRAX
TOXIC DESERT

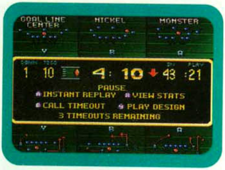

DAMAGE
TIME
RANK

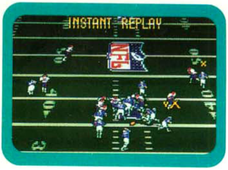
TROY AIKMAN NFL FOOTBALL

TRADEWEST

This Pak Punter didn't think that there was much wrong with the original form of Troy Aikman NFL Football. It just didn't have a lot of bells and whistles. The new Troy Aikman turns out to be as much of a champ as the QB on the label. Troy helped with the development of the game and several of his favorite plays can be called. Even better, you can design and call your own plays. Other innovations include the ability to upgrade your team by spending more money at different positions and the option to set up your own league schedule. In effect, Troy Aikman NFL Football lets you play as the owner, the coach and the players on the field for the most complete football experience ever. The NFL license means that you have all the teams and logos, and through the salary cap you can customize your team to keep it up-to-date.


64 YARD KICK
23 YARD RETURN
1ST AND 10
ON THE COWBOYS 28
NFL

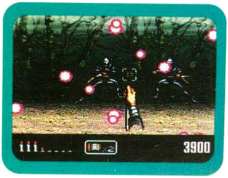

GOAL LINE CENTER
NICKEL
MONSTER
1 10
4:10
43 :21
PAUSE
INSTANT REPLAY
VIEW STATS
CALL TIMEOUT
PLAY DESIGN
3 TIMEOUTS REMAINING


INSTANT REPLAY
NFL

SHIEN'S REVENGE

VIC TOKAI

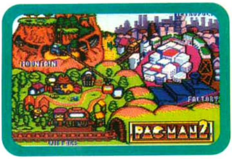
Vic Tokai is introducing a new kind of action game to the U.S. in the form of Shien's Revenge. They also brought it to your Pak Ninjas to check out. The action in Shien's Revenge is from a first-person perspective. All you see of your character, the young ninja Shien, is your attacking hand. Wielding a knife, ninja fire and throwing stars, you'll take on armies of evil men and creatures and travel through time. The action is fast and reminiscent of T2: The Arcade Game. The plot involves a gruesome guy named Sawtooth who kidnaps Aska, Shien's friend. You must follow her through the Time Gate to other worlds, using your ninja powers to survive constant battles. If you like to test yourself with fast games, Shien, due out early this fall, is a cut above the competition.

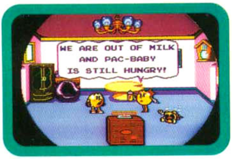


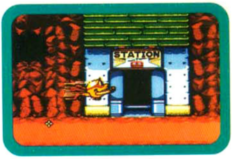
PAC MAN 2: THE NEW ADVENTURES

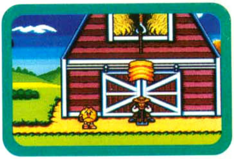
NAMCO

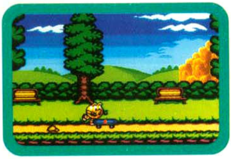
Your Pac-Man Watchers have been keeping an eye on this game for well over a year now, and finally it arrived from Namco. Pac-Man stars in one of the most innovative adventure and puzzle games ever seen on the tube. The big difference between this Pac and every other Pak is that you don't directly control Pac-Man. Instead, you interact with him as if he is a real person. It takes a little getting used to, but after half an hour of play, you'll probably find yourself talking to the little guy as you help him through his adventures. Of course, talking doesn't really help. Your main means of communicating to Pac-Man is by shooting things with a slingshot and forcing him to look in various directions. By pinging items and other characters with the slingshot, you'll make them react, fall over, talk or what-have-you, and that may be just what is needed to help Pac-Man get through a particular area or to solve a puzzle. Ms. Pac-Man, Pac-Man Jr. and Baby Pac-Man also co-star, and Pac-Man can become Super Pac-Man if the ghosts show up. This Pac-Fan was truly impressed. The actual release date of this game and final publisher has yet to be decided. We'll let you know.

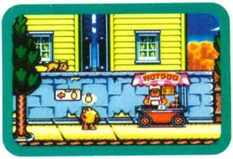



WE ARE OUT OF MILK AND PAC-BABY IS STILL HUNGRY!





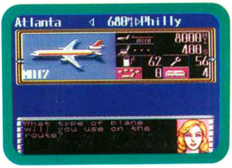




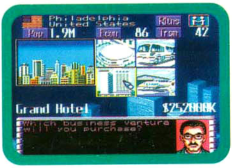
AEROBIZ: SUPERSONIC

KOEI

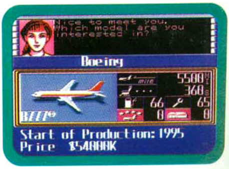
This Pak Air Exec landed in the 21st Century recently thanks to Koei's Aerobiz: Supersonic—a sequel to last year's Aerobiz. This version flies into the future with new aircraft, including supersonic transports that connect the globe in cuthroat air wars. Aerobiz: Supersonic challenges up to four players to make a million decisions while trying to wrack up millions of bucks. Don't expect the friendly skies. Besides setting up air routes and buying the hottest new jets, you'll also have to control all aspects of your business, including advertising, maintenance and negotiations. You can even buy and operate outside businesses like resort hotels. Aerobiz: Supersonic should be landing somewhere near you early this fall.



What type of plane will you use on the route?



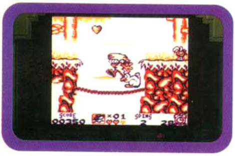
Which business ventura will you purchase?

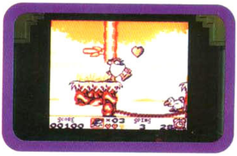

Nice to meet you. Which model are you interested in?

Start of Production: 1995
Price $54000K

TAZ-MANIA IN CHRISTMAS ISLAND CAPERS SUNSOFT

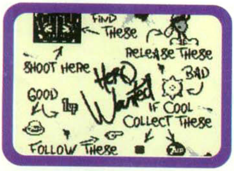
Taz came spinning up and through our Pak Watch Game Boy when Taz-Mania In Christmas Island Capers from Sunsoft recently arrived. This is an all new Taz, featuring the whirling appetitie from downunder in a side-scrolling action game. Don't expect the road race view of the unique Super NES Taz-mania. Here, Taz performs traditional stomps and spins to get rid of pesky critters while racing through stages with limited time. You'll also encounter stages where Taz must spin continuously to stay in the running. Instead of dodging obstacles in these stages, you'll have to hammer on the spin button to keep Taz in a virtual tornado. The game has both an infinite continue feature and passwords. Sunsoft plans an August release for this baby Taz.

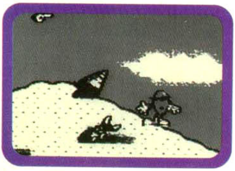


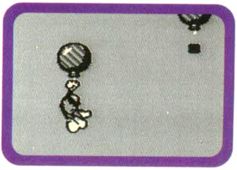


COOL SPOT VIRGIN GAMES

Now you can take Virgin's Cool Spot to the beach where it belongs. The coolest and most refreshing product mascot in history, 7-Up's Spot, hits the sand and other fun locations on his day away from the label. Your Pak Spotter noted the similarities between this game and its Super NES counterpart, not that it took much effort. The stages and the basic goals and play are the same, but the Game Boy version has a few less places to go and considerably less color. The idea is to save the imprisoned spots in the different levels. Spot shoots spots at enemies, picks up spots for points, and even bounces off spots to jump. The action also includes climbing, swinging from balloons and sliding. Cool. Spot's cool personality still comes through, too. You can look for this game later this summer at your favorite hot game spot.

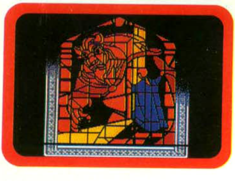


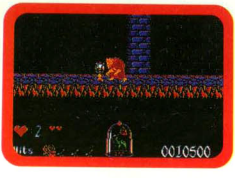


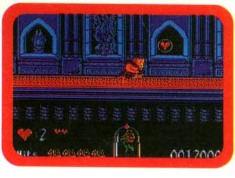


DISNEY'S BEAUTY & THE BEAST HUDSON SOFT

Your Pak Watcher had a nice surprise recently with the arrival of Disney's Beauty & The Beast for the NES. Yeah, an actual new NES game for all you diehards out there. The basic game is similar to the Super NES version, but the maps are different and many of the characters behave differently or have different abilities than those in the Super NES game. Play control was good, even better than in the big brother version, although the graphics lack the 16-bit polish. There's a lesson to be learned here. You can have fun even without state-of-the-art graphics. So keep your NES Control Decks plugged in!







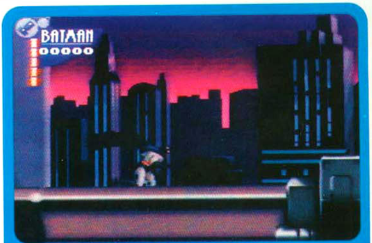
PAK WATCH UPDATE

The word is out on **Nintendo**'s virtual reality system, which has been in secret development for more than a year at Nintendo Co. Ltd. in Kyoto. The good news is that the system does exist. The bad news is that we can't go into detail yet as it is still considered a classified "black hole" project. According to NCL chairman, Mr. Yamauchi, the 32-bit system is completely self-contained, meaning that you won't need a TV or VR glasses like other video game systems. The expected price of the VR is less than $200. You'll see the first shots and get the full scoop on this new system in an upcoming Power. The 64-bit Project Reality system is completely unrelated to this VR system. Both systems should be introduced next year.

As for game systems that you can buy and play today, here's the latest on the upcoming games for Summer CES and this fall. Nintendo's hottest game, *Donkey Kong Country*, is featured in this month's Play It Loud, CES preview. A true revolution in Super NES programming has resulted in graphics that are almost beyond belief for DK Country, and the game includes the best action ever. But beyond DK is an exciting lineup of *Super Punchout!*, *Uniracers*, *The Illusion of Gaia*, *Tin Star* (a robo-western shooter) and a new puzzle game called *Wario's Woods*.

An initial peek at **Konami**'s team showed two Super NES exclusive titles that look hot. *Biker Mice From Mars* is a ride on the wild side of cartoon mayhem. The three quarter view is reminiscent of *Rock 'N Roll Racing*, and the tracks take you through toon towns full of trouble. *Batman: The Animated Series* for the Super NES should be one of the top action games while *Tiny Toon Adventures: Wacky World of Sports* puts the Tiny Toon bunch in a *Track & Field* type setting.

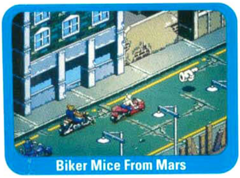
Capcom is gearing up for a massive year with *Mega Man X2*, *X-Men* (a superhero tournament fighter) *The Great Circus Mystery Starring Mickey and Minnie*, *Captain Commando* (based on *Bionic Commando*) and *Demon's Crest* (based on *Gargoyle's Quest*). Capcom is also working on a game featuring Disney's Bonkers character.



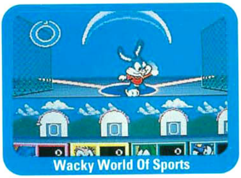
Batman: The Animated Series

The hottest titles at **Acclaim** include *Mortal Kombat 2*, *Spider-Man & Venom: Maximum Carnage*, *Virtual Bart*, *Itchy & Scratchy* and, finally, *NFL Quarterback Club*. We've waited a long time on that one. It also looks like the release date of MK 2 has been pushed back from mid September. At **Sunsoft**, the big push is for *The Death and Return of Superman* and *Zero!:Kamikaze Squirrel*, but the Toon factory has a load of craziness coming with *Hoop It Up*, a Looney Toon jamming b-ball game, and *Porky Pig's Haunted Holiday*.

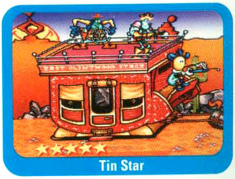
Deep Space Nine—Crossroads of Time from **Playmates** is one of two hot products lining up for this fall. This adventure game takes place aboard Federation starships, the planet Bajor, a Cardassian ship and, of course, Deep Space Nine. As you progress in the game,



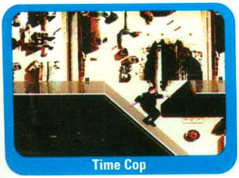
Biker Mice From Mars



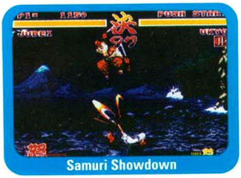
Wacky World Of Sports



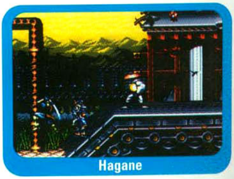
Tin Star



Time Cop



Samuri Showdown



Hagane

you'll be able to use the regulars from the syndicated TV series like Commander Sisko and Major Kira. Other characters familiar to Star Trek fans will include Locutus, the Borg form of Captain Picard from the Enterprise. The second title, *Earthworm Jim*, is being developed by **Shiny Entertainment**'s David Perry of *Aladdin* fame and one of the best video animation masters in the business.

JVC, known for quality movie action games like Super *Star Wars* and Super *Empire Strikes Back*, has latched onto an upcoming film starring Jean Claude Van Damme. *Time Cop* will be released this fall in the theaters and shortly thereafter in the video game stores. French developer, **Cryo**, has put together some incredible animation of the main character. The fighting, running, jumping and sliding moves all look ultra real. Pak Watch received a very early version with limited stages and game elements, but the quality shines through as clearly as the reflections in the screen shot shown here.

Samurai Showdown, originally a Neo Geo title, is coming to the Super NES this fall from **Takara**. The game shoguns at Takara sent Pak Watch a developmental version of the game so we could get just a taste. This Pak Watcher thought the fighting was fast and furious with great special moves and super cool samurai swords that cut like lasers, and that was with only three characters in the game and the close-up mode not yet added in.

Hudson Soft isn't all cute and cuddly characters like Fievel and Master Higgins of *Super Adventure Island II*. Coming this fall, they'll introduce one of the best samurai action games around. *Hagane* combines super quick action with a wide assortement of ninja, samurai and sci-fi weapons. The word on *Bomberman* for Game Boy, another anticipated title from Hudson, is that it will be delayed until fall while it is converted to a full Super Game Boy palette. More Nickelodeon athletic antics are on the way from

Viacom in the form of a Super NES exclusive, *GUTS*. One or two home players will be able to join in the skill events like elastic basketball, the obstacle course and agro crag. Viacom is including Mode 7 effects for some of the events and rotoscoped/digitized graphics throughout for realistic animation. October is the scheduled release date for this game, the same month that *Beavis & Butthead* should hit the stores. After that, Viacom will turn its attention to converting *Real Monsters* (a new fall series) into a Super NES game with a tentative release date of winter '95.

PROJECT REALITY

...breaking news...

Project Reality, the technology and the system, have officially been named **Nintendo ULTRA 64™**. A second title for the new system has also been announced. *Cruis'n USA*, a racing game, along with the previously-announced game, *Killer Instinct*, will be among the first games available for the Nintendo ULTRA 64 home system in 1995. The games are being previewed at the Summer CES in Chicago on June 22, 1994.

...see the **Williams** article beginning on **page 56** for more information...

FUTURE GAMES
FOR THE

SUPER NES

Name	Approximate Release
Addams Family Values	Fall '94
Aerobiz Supersonic	Fall '94
An American Tale: Fievel Goes West	Summer '94
Batman: The Animated Series	Fall '94
Battletech	Fall '94
Beavis And Butthead	Fall '94
Blackthorne	Fall '94
Bubsy 2	Fall '94
Captain Commando	Fall '94
Crazy Chase	Falll '94
Deep Space Nine	Fall '94
Donkey Kong Country	Fall '94
Dragon View	Summer '94
Earthworm Jim	Fall '94
Final Fantasy III	Fall '94
FireTeam Rogue	Fall '94
Future Zone	Fall '94
The Great Circus Mystery Starring Mickey and Minnie	Fall '94
GUTS	Fall '94
Hoop It Up	Fall '94
Impossible Mission 2025	Summer '94
Jammit!	Summer '94
Juggernauts	Fall '94
Knights of Justice	Fall '94
Lord of the Rings, Vol. 1	Summer '94
Mighty Morphin Power Rangers	Fall '94
Mortal Kombat 2	Fall '94
NFL Quarterback Club	Fall '94
Pac Man 2: The New Adventures	Fall '94
Pocky & Rocky 2	Fall '94
The Death And Return of Superman	Summer '94
Radical Rex	Fall '94
Rise Of The Robots	Summer '94
Samurai Showdown	Fall '94
Shien's Revenge	Fall '94
Stunt Race FX	Summer '94
Super Adventure Island II	Fall '94
Super Bomberman II	Fall '94
Super Pitfall	Fall '94
Spider-Man & Venom: Maximum Carnage	Summer '94
Tarzan	Fall '94
Tin Star	Fall '94
Troy Aikman NFL Football	Fall '94
Virtual Bart	Fall '94
Vortex	Fall '94
Wild Snakes	Fall '94

GAME BOY

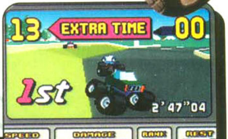
Bomberman	Fall '94
Cool Spot	Fall '94
John Madden Football	Fall '94
Itchy & Scratchy: Miniature Golf Madness	Summer '94
seaQuest DSV	Fall '94
Space Invaders	Summer '94
Tarzan	Summer '94
Taz-Mania: Christmas Island Capers	Fall '94

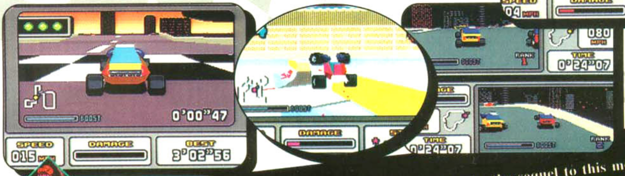
NEXT ISSUE

COMING IN AUGUST, VOLUME 63

STUNT RACE FX

The crowds have been calling for a new FX game, and here it is! Stunt Race FX is tearing up the tracks and the fans love it. Check out the incredible graphics that the FX Chip brings you. Racing has never been like this!


13 EXTRA TIME 00
1st
2'47"04
SPEED
04 MPH
DAMAGE
RANK 1
REST


0'00"47
BOOST
SPEED 015
DAMAGE
BEST 3'02"56
080 MPH
TIME 0'24"07
RANK

SECRET of MANA Special part 2

Don't miss the sequel to this month's Secret of Mana extravaganza: there's much more power-info coming your way about Square Soft's megahit. Be a Manahead! All your friends are doing it. What are you afraid of?

NEW STUFF:

THIS LOOKS LIKE A JOB FOR . . .

The Death and Return of Superman

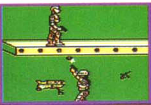
Lord of the Rings, Vol. 1

Sonic Blastman 2

Disney's Beauty and the Beast

3
Hits
0034300

RoboCop vs. the Terminator



GET INSTANT REPAIR.

FREE PRODUCT TESTING

Take your busted system to your nearest Nintendo Authorized Repair Center℠ and exchange it for one in mint condition. Instantly! That's a Power Swap!℠ Need an extra controller or cleaning kit? Save some dough with the coupons below when you buy 'em at the service center. Nintendo Authorized repair—the only way to play it.

FREE SAMUS MAGNET!

GET BUCKS OFF

SAVE $1.50

$ $

when you purchase an official Nintendo® cleaning kit.
Nintendo®

Present this Coupon at any participating Authorized Nintendo Repair Center and save $1.50 (U.S. or Canadian) off the retail price of an NES®, Super NES® or Game Boy® cleaning kit having the Official Nintendo Seal of Quality. Call the Nintendo Consumer Assistance Hotline at **1-800-255-3700** for the nearest participating Repair Center.

AUTHORIZED REPAIR CENTER™

GET BIG SAVINGS

SAVE 10%

$ $

off any Nintendo® product repair or replacement component.
Nintendo®

Present this Coupon at any participating Authorized Nintendo Repair Center and save 10% off the retail price of any NES®, Super NES® or Game Boy® repair or replacement component. Call the Nintendo Consumer Assistance Hotline at **1-800-255-3700** for the nearest participating Repair Center.

AUTHORIZED REPAIR CENTER™

SHE'S WAITING!

Repair Center: Nintendo will reimburse the Authorized Nintendo Repair Center submitting this Coupon for its $1.50 face value, provided that (i) the Repair Center accepted it from a customer purchasing an NES®, Super NES® or Game Boy® cleaning kit and (ii) the Repair Center deducts $1.50 from the cleaning kit's retail price at the time of purchase. Limit one Coupon per cleaning kit purchased. Other Coupon applications may constitute fraud. Reproduction or alteration of this Coupon is prohibited and no facsimile or altered Coupon will be accepted. Void where prohibited, licensed or restricted by law. Coupons submitted become the property of Nintendo of America Inc. which will provide reimbursement only to an Authorized Nintendo Repair Center redeeming the Coupon. Coupon expires December 31, 1994.

No later that thirty (30) days after the Coupon's printed expiration date, Repair Centers must send properly redeemed Coupons together with completed consumer information as set forth below, in the United States send to: Nintendo of America Inc., P.O. Box 97081, Redmond, WA 98073-9781, Attention: Coupon Redemptions. For Canada send to: Nintendo of Canada Ltd., 110-13480 Crestwood Place, Richmond, B.C. V6V 2J9.

FOR VERIFICATION PURPOSES, PLEASE COMPLETE:

Customer Name ____________________ Address ____________________

City ______________ State (Province) ______________ ZIP (Postal Code) __________ Phone (   ) __________

Type of cleaning kit purchased (check one) ☐ NES® ☐ Super NES® ☐ Game Boy

Service Center Name ____________________ Address ____________________

City ______________ State (Province) ______________ ZIP (Postal Code) __________

Nintendo
AUTHORIZED REPAIR CENTER

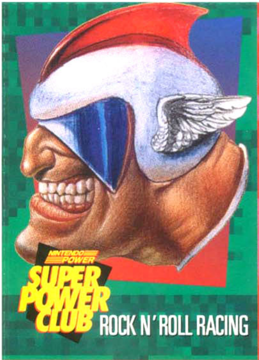
© 1994 Nintendo of America Inc. ™ and ® are Trademarks of Nintendo of America Inc. Nintendo of Canada LTD., Authorized User

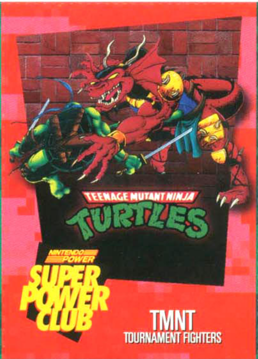
Coupon must be submitted to a participating Authorized Nintendo Repair Center at the time of repair or component purchase in order to receive the 10% discount. If both a repair and a replacement component are purchased, the discount will be applied toward the item of greater cost. Limit one Coupon per repair or component purchased. No other discounts, promotions or coupons may be used in conjunction with this Coupon. Consumer is responsible for paying any applicable tax in connection with purchase. Valid in the U.S., its territories and possessions and in Canada. Void where prohibited, licensed or restricted by law. Reproduction or alteration of this Coupon is prohibited and no facsimile or altered Coupon will be accepted. Cash value 1/100¢. Coupon expires December 31, 1994.

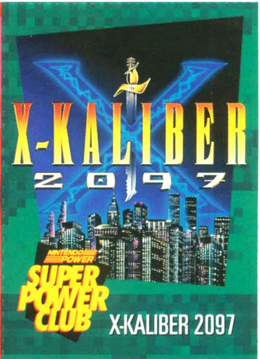
Nintendo
AUTHORIZED REPAIR CENTER

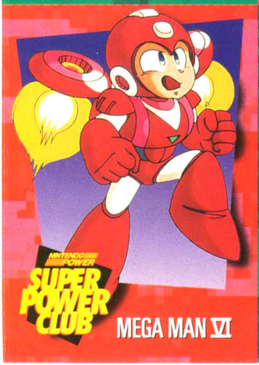
© 1994 Nintendo of America Inc. ™ and ® are Trademarks of Nintendo of America Inc. Nintendo of Canada LTD., Authorized User

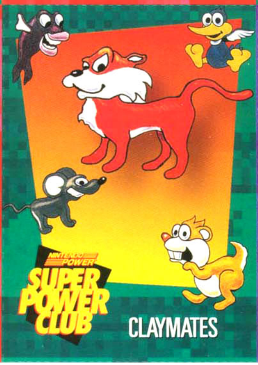
POWER CHALLENGE TRADING CARDS

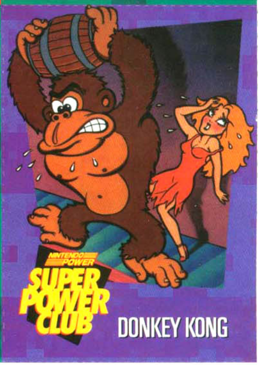

NINTENDO POWER
SUPER POWER CLUB
ROCK N' ROLL RACING


TEENAGE MUTANT NINJA
TURTLES
NINTENDO POWER
SUPER POWER CLUB
TMNT
TOURNAMENT FIGHTERS


X-KALIBER
2097
NINTENDO POWER
SUPER POWER CLUB
X-KALIBER 2097


NINTENDO POWER
SUPER POWER CLUB
MEGA MAN VI


NINTENDO POWER
SUPER POWER CLUB
CLAYMATES


NINTENDO POWER
SUPER POWER CLUB
DONKEY KONG

POWER CHALLENGE TRADING CARDS

POWER CARD #122

X-KALIBER 2097™

DESCRIPTION *The world needs a hero. Armed with a legendary weapon, X-Kaliber, it is up to you to save your best friend and the world. There are bad guys around every corner, so watch your back and keep your sword handy! Do you have what it takes to set the world right again?*

CHALLENGE *Without using any Continues, can you make it to:*

Novice: *Tatoo (on Normal difficulty level)*
Intermediate: *Kane (on Very Hard difficulty level)*
Pro: *Raptor (on Hardest difficulty level)*

SYSTEM: *Super NES*
GAME TYPE: *Action*
# OF PLAYERS: *2*
RELEASED: *3/94*
COMPANY: *Activision*

™ & © 1994 Activision

POWER CARD #124

TMNT®
TOURNAMENT FIGHTERS

DESCRIPTION *All of those hard-shelled heroes are back! This time around it's in a street fighting free for all. Play as any of the Turtles and some of their meanest enemies in the quest to be the best. Do you have what it takes to beat Shredder in a one-on-one battle?*

CHALLENGE *Can you win the Tournament mode without..?*

Novice: *Losing more than 3 fights*
Intermediate: *Losing more than 2 fights*
Pro: *Losing any fights at all!*

SYSTEM: *NES*
GAME TYPE: *Street Fighting*
# OF PLAYERS: *2*
RELEASED: *2/94*
COMPANY: *Konami*

©1993 Konami ©&®Mirage Studios USA. All Rights Reserved.

POWER CARD #105

ROCK N' ROLL RACING™

DESCRIPTION *Planet to planet — you've got to race for all the points you can get. There are loads of options to include on your car: guns, tires, shocks, armor, and more. With six planets to conquer, the challenge is always there. Let the green flag drop and go for the glory!*

CHALLENGE *Can you score the maximum points at each level?*

Novice: *Password: F6VH TLHB 1CZG (4800 pts)*
Intermediate: *Password: SGY8 R4CV VQPT (2400 pts)*
Pro: *Password: XWC7 HZB5 5TJ! (5600 pts)*

SYSTEM: *Super NES*
GAME TYPE: *Car Racing*
# OF PLAYERS: *2*
RELEASED: *9/93*
COMPANY: *Interplay*

©1993 Interplay Productions ©1993 Silicon & Synapse, Inc.

POWER CARD #134

DONKEY KONG®

DESCRIPTION *An arcade classic comes to Game Boy. Donkey Kong has all the original levels as well as a new quest game, too. The object is the same–rescue the lady in distress from Donkey Kong! Travel through level after level while you try to outsmart this oversized monkey.*

CHALLENGE *Can you make it through these levels using only one Mario?*

Novice: *Level 1-3*
Intermediate: *Level 2-2*
Pro: *Level 3-3*

SYSTEM: *Game Boy*
GAME TYPE: *Arcade Action*
# OF PLAYERS: *2*
RELEASED: *5/94*
COMPANY: *Nintendo*

™ & © 1993 Nintendo

POWER CARD #110

CLAYMATES™

DESCRIPTION *Clayton's dad perfected the serum that, when mixed with clay, allows humans to become animals. Now it has been stolen and Clayton has been turned into a ball of clay! Using the abilities of a bunch of animal friends, can you save the serum and Clayton's father?*

CHALLENGE *How many points can you gather before the area Moldy Lane?*

Novice: *425,000*
Intermediate: *550,000*
Pro: *675,000*

SYSTEM: *Super NES*
GAME TYPE: *Comic Action*
# OF PLAYERS: *1*
RELEASED: *11/93*
COMPANY: *Interplay*

©1993 Visual Concepts ©1993 Interplay Productions

POWER CARD #123

MEGA MAN VI™

DESCRIPTION *In the interests of competition Dr. X gathered the most powerful robots in the world. The contest never happened, he took control of the robots and now plans to take over the world! It is up to Mega Man, using his new Rush Powers, to stop this diabolical scheme.*

CHALLENGE *Can you defeat the following bosses WITHOUT using the Mega Buster?*

Novice: *Yamamoto Man*
Intermediate: *Mr. X*
Pro: *Dr. Wily — Second Form*

SYSTEM: *NES*
GAME TYPE: *Action*
# OF PLAYERS: *1*
RELEASED: *3/94*
COMPANY: *Nintendo*

™ & © 1993 Capcom Co Ltd. Licensed to Nintendo

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 46 (Mar. '93): Star Fox, Super Strike Eagle, Super Conflict, Wayne's World, Tiny Toon Adventures: Buster Busts Loose, King Arthur's World, Adventure Island 2 (Game Boy), Milon's Secret Castle (Game Boy), Krusty's Fun House (Game Boy), The Empire Strikes Back (Game Boy), Alien³ (NES), Dragon Warrior IV, Mickey's Safari in Letterland, Widget.

Volume 47 (Apr. '93): Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo's Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Top Rank Tennis, The New Chessmaster, DuckTales 2, Yoshi's Cookie, Kid Klown in Night Mayor World.

Volume 48 (May. '93): The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalactic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.

Volume 49 (June '93): B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads and Double Dragon, Fire 'n' Ice.

Volume 50 (July '93): WWF Royal Rumble, Run Saber, E.V.O. The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES)

Volume 51 (Aug. '93): Street Fighter II Turbo, Zombies Ate My Neighbors, Alien³ (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park(NES), King's Quest V.

Volume 52 (Sept. '93): Final Fight 2, The Seventh Saga, Super Mario All-Stars, Rock 'N' Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Cartoon Workshop.

Volume 53 (Oct. '93): Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.

Volume 54 (Nov. '93): The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurassic Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works, T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms. Pac-Man.

Volume 55 (Dec. '93): Disney's Aladdin, Clay Fighter, NHL Stanley Cup, Daffy Duck: The Marvin Missions, Battle Cars, Super Scope Roundup, Tom & Jerry: Frantic Antics, Mega Man IV (Game Boy), Mega Man VI (NES), Tetris 2.

Volume 56 (Jan. '94): Mega Man X, Flashback, Claymates, Soldiers of Fortune, T.M.N.T. Tournament Fighters, Battletoads & Double Dragon The Ultimate Team, Batman: The Animated Series, T.M.N.T. III: Radical Rescue, Tetris 2 (Game Boy), Disney's Chip 'N' Dale Rescue Rangers 2.

Volume 57 (Feb. '94): Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Inspector Gadget, The Sports Scene, Lester the Unlikely, Choplifter III, Spider-Man & The X-Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Tropics II.

Volume 58 (Mar. '94): NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).

Volume 59 (Apr. '94): Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No-Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's The Jungle Book (NES).

Volume 60 (May '93): Super Metroid, The King of Dragons, Joe & Mac 2 (SuperNES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

Use the Back Issue / Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order them by phone with Visa or Mastercard.

LOOK HERE FOR MORE EVENT DATES NEXT MONTH!

Nintendo®

YOU HAVE NO EXCUSE. IT'S TOTALLY FREE

POWERFEST 94™

LOOK FOR POWERFEST 94 AT A STORE NEAR YOU!

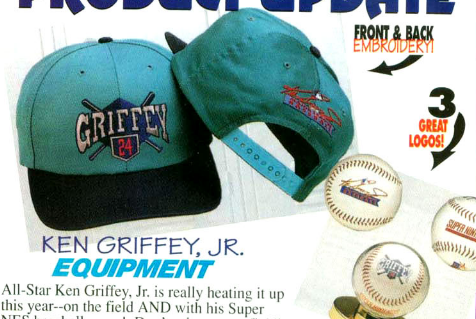
TOTALLY FREE ALL WEEKEND LONG! - WIN A CHANCE TO BE WORLD CHAMP!

TOUR DATES	CITY/STATE	STORE LOCATION
July 1- July 3	Aberdeen, WA	Wal*Mart 909 East Wishkah/Hwy 12 & 101 east
July 1- July 3	Sheboygan, WI	ShopKo 318 South Taylor Drive
July 2- July 4	Dearborn, MI	K-Mart 15255 Michigan Ave.
July 8- July 10	Monroe, WI	Wal*Mart 424 W. 8th St.
July 8- July 10	Lakewood, CO	K-Mart 7325 West Colfax
July 8- July 10	Weatherford, TX	Wal*Mart 1836 South Main St.
July 8- July 12	Pittsburgh, PA	Fan Fest Point State Park
July 15- July 17	Ft. Drum, NY	AAFES Bldg. P-10730A Memorial Dr.
July 15- July 17	Marietta, GA	Wal*Mart 3100 Johnson Ferry Road
July 15- July 17	Harlingen, TX	Wal*Mart 1801 W. Lincoln Ave.
July 22- July 24	Santa Ana, CA	Central Electric 2120 S. Bristol St.
July 22- July 24	Gainseville, GA	Wal*Mart 2275 Browns Bridge Road
July 22- July 24	Reading, PA	Hill's Dept. Store 3215 N. 5th St. Hwy.
July 29- July 31	Houston, TX	Venture 12005 Northwest Freeway
July 29- July 31	Garland, TX	Venture 3161 Broadway Blvd.
July 29- July 31	Geneva, IL	Venture 2100 S. Randall Road
July 29- July 31	Edmond, OK	Venture 2501 South Broadway
July 29- July 31	Duncanville, TX	Venture 735 Skyline Drive

AWESOME PLAY ON THE GAMES YOU'VE BEEN WAITING FOR! - KILLER PRIZES!

MORE TOUR DATES BEING ADDED! CALL 1-800-255-3700 FOR MORE INFO.

SUPER POWER SUPPLIES PRODUCT UPDATE



KEN GRIFFEY, JR. EQUIPMENT

All-Star Ken Griffey, Jr. is really heating it up this year--on the field AND with his Super NES baseball game! Don't miss out on fielding some great Super Power Supplies merchandise that features the game logo and a special Griffey logo created especially for these items! The jade and navy cap is top quality and so is the embroidery. How about three great logos on a Collector's Edition Baseball with a display stand? At $12.00 (U.S.), it's a great value. Catch it!

Remember, the Summer 1994 Super Power Supplies catalog expires on 7-31-94!

GET INSTANT REPAIR.
SHE'S WAITING
Nintendo
AUTHORIZED REPAIR CENTERS
1-800-255-3700